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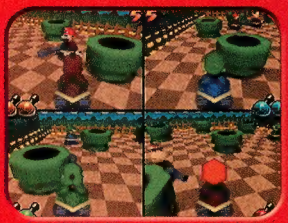






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Inside XG

MEET THE STAFF

John Ricciardi

john_ricciardi@zd.com



Editor in Chief

After blazing through disc 1 of Code: Veronica, Ricciardi can't wait to get his hands on disc 2. He was somewhat disappointed with RE3's sleep-inducing story, but he says Code: Veronica more than makes up for it. We'll have to wait another month to find out, though, since he won't give up the disc! In other news, John's been playing Pokémon Gold and Silver far more than any sane man should be allowed. He keeps mumbling about taking care of his eggs... [*Weirdo...*]

■ **Fav. Game of 1999:** Final Fantasy VIII
■ **Current Favorites:** *Pokémon Gold/Silver, RE Code: Veronica, Gran Turismo 2, NBA 2K*

Dan Leahy

dan_leahy@zd.com



Managing Editor

Holiday hangovers aren't pretty, and a healthy dose of vacation and college football bowl games nearly left Dan comatose. Luckily, Hot Shots 2 arrived and broke his catatonic trance. Leahy hasn't decided if it's better than Mario Golf, and keeps saying he needs to play a little more. Dan's also been hitting the Soul Calibur circuit pretty hard. [*No, really?*] If Mazurek would just quit playing, maybe Leahy could hang in the top three. New Year's Reso? Less 'Za and more Pizza.

■ **Fav. Game of 1999:** Madden NFL 2000
■ **Current Favorites:** *Toy Commander, NBA 2K, March Madness 2000, Soul Calibur*

Andy Baran

andy_baran@zd.com



Associate Editor

This month has revealed the duality of Cyber. By day he was conquering the role-playing madness of Chocobo's Dungeon 2 and Harvest Moon 64. By night, armed with his blessed blade, he took to the streets wreaking vengeance on all the wretched criminals in the fair city. Under the cloak of darkness he stalked the unrepentant. "What makes a man evil?" he asks himself. Who knows where fate will lead him next month...Stay tuned! [*Too much Nyquil, ya think?*]

■ **Fav. Game of 1999:** Soul Calibur
■ **Current Favorites:** *Shadow Man, LoK: Soul Reaver, Soul Calibur, Heart of Darkness*

Jim Mazurek

jim_mazurek@zd.com



Associate Editor

Jim was in awe when he discovered the new section going in next month's mag. Titled "Andy & the Angry Gamers," its theme will be to help people who suck at playing competitive video games. Andy Baran will add useful cop-out phrases like, "My block button is broken—no wonder you beat me!" Or better yet, "Your character has moves that cannot be blocked!" Forget XG strategies, use this new section and dominate the entire gaming universe! [*Yes, he's joking...*]

■ **Fav. Game of 1999:** Final Fantasy VIII
■ **Current Favorites:** *Gran Turismo 2, Vandal-Hearts II, Soul Calibur*

Todd Zuniga

todd_zuniga@zd.com



Assistant Editor

Tripping the live fantastic down to New Orleans for the millennium was the perfect antidote for the Tomba! 2 hangover Todd experienced this month. After dying his hair Tomba pink for the Big Easy, he was constantly trying to accomplish tasks like Tomba himself: drink a hurricane, get four hours of sleep, kiss 10 strange women, etc. As for his New Year's resolution, Todd's looking to finish writing a Broadway-credible play and become the fourth best player at Soul Calibur.

■ **Fav. Game of 1999:** Tony Hawk's Pro Skater
■ **Current Favorites:** *March Madness 2000, Soul Calibur, NBA 2K, WrestleMania 2000*

Greg Sewart

greg_sewart@zd.com



Assistant Editor

Since the Canuck stayed in the U.S. of A. this holiday season, the closest he came to a real celebration was a round of Christmas NiGHTS on December 25. Sad, eh? Elsewhere, T-Zone recently confronted "Stewy" on his lack of Soul Calibur abilities, spouting, "You want everyone to like you, don't you?" This oh-so-subtle hint was not lost on our strategist from the Great White North. His New Year's resolution is—should we survive Y2K—to become a Soul Calibur expert.

■ **Fav. Game of 1999:** Gran Turismo 2
■ **Current Favorites:** *Sega Rally 2, Speed Devils, Mario Golf, Colin McRae Rally*

THE ART GUYS

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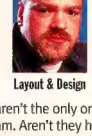
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■ **For the Moms:** Because the edit guys aren't the only ones responsible for making *XG* such a lovely mag, we've decided to show off the rest of the team. Aren't they handsome? Send 'em fan mail at **xg@zd.com**!

EXPERT GAMER™

FEBRUARY 2000

NUMBER 68

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Subscription Service Number	(303) 665-8930
Subscription Service Web Site	http://service.expertgamer.com

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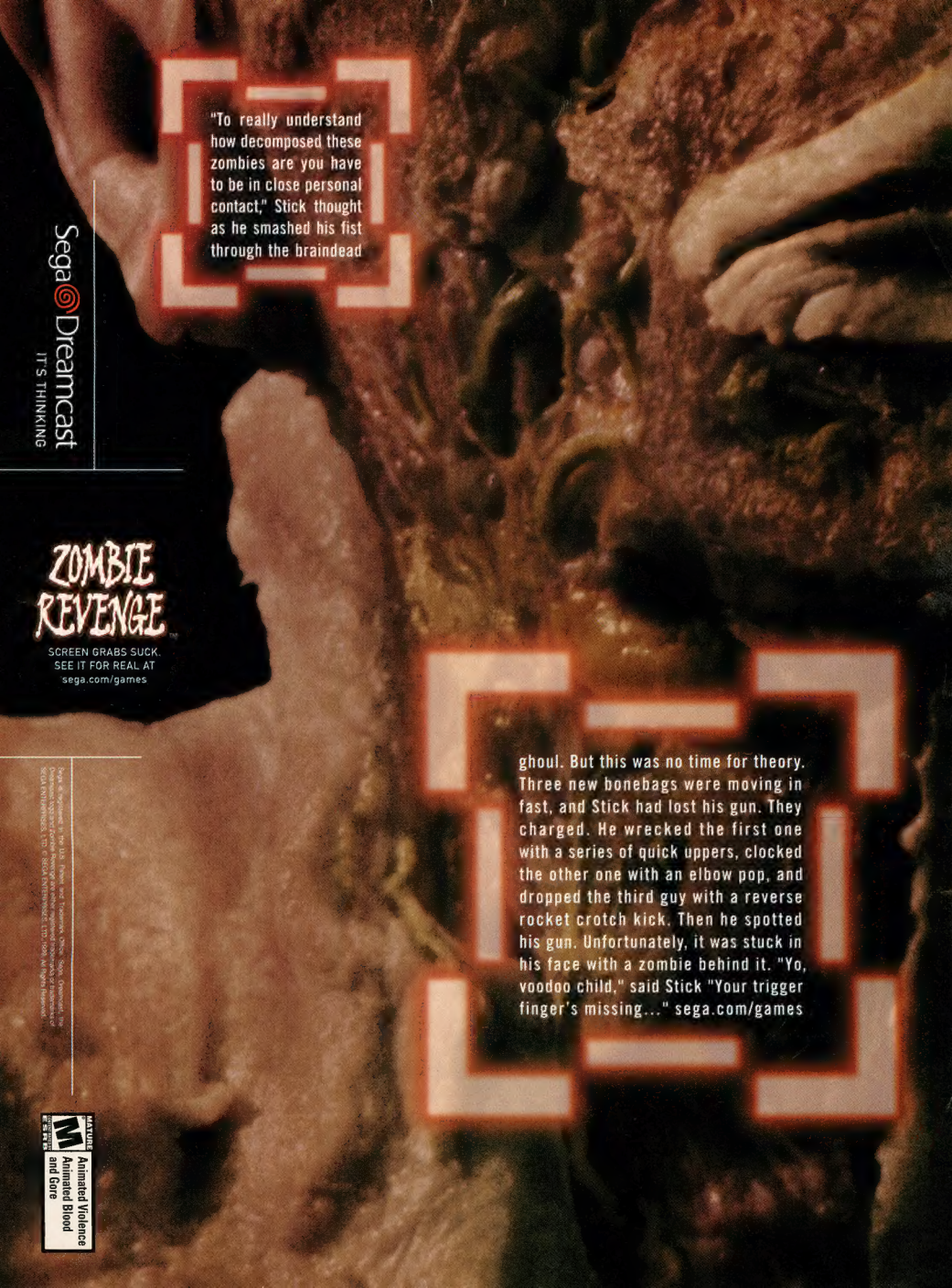
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Expert Gamer (ISSN#1099-8233) is published monthly by ZD Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Paid at Lombard, IL and additional mailing offices. Single issue rates: $4.99. The one-year (12 issue) subscription rate is $24.97 in the U.S. and $40.97 outside the U.S. Checks must be made payable in U.S. currency only to Expert Gamer. POSTMASTER: Send address changes to Expert Gamer, P.O. Box 55371, Boulder, CO 80322-5371. For subscription service questions, call (303) 665-8930 (U.S. only) and (303) 604-7445 (outside the U.S.) or visit us at our subscription Web site at http://service.expertgamer.com.

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"To really understand how decomposed these zombies are you have to be in close personal contact," Stick thought as he smashed his fist through the braindead
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ghoul. But this was no time for theory. Three new bonebags were moving in fast, and Stick had lost his gun. They charged. He wrecked the first one with a series of quick uppers, clocked the other one with an elbow pop, and dropped the third guy with a reverse rocket crotch kick. Then he spotted his gun. Unfortunately, it was stuck in his face with a zombie behind it. "Yo, voodoo child," said Stick "Your trigger finger's missing..." sega.com/games
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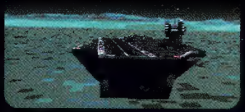
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ACTUAL IN-GAME SCREENSHOTS.

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XG'S CHOICE FOR THIS MONTH'S MUST-HAVE GAME

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The world's greatest racing game returns! Get ready to tear through the fastest thrill ride this side of Laguna Seca with our massive guide to Sony's awesome GT sequel.

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64 Tomba! 2: The Evil Swine Return
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80 Donkey Kong 64
Can't find that 201st Golden Banana? It's in here, baby! The final four worlds are blown out inside.

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THOUSANDS OF SECRETS, TRICKS, AND CODES FOR ALL PLATFORMS

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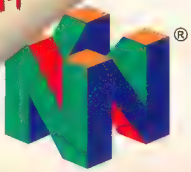


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Winners!

• Here are the winners of *XG* #66's Game Over Contest:

1. *Chris Mondi*
Elkhart, IN
2. *Grant Farris*
Traverse City, MI
3. *Clay Beeler*
Centralia, IL

• The answer to XG #66's Game Over Contest is:
Nuclear Strike

FFVII Dilemma

Dear Expert Gamer,

I've done everything there is to do in FFVII but I can't figure out what the heck the Gambler, Combat Diary, or Autograph that you win from the battle arena are for. What's the purpose of winning them?

Name Withheld
swebb@LWW.com

Like most trophies in real life, they don't "do" anything. They're just for show. But if you can get your friends to look at your inventory screen, they'll surely turn green with envy.

Wrasslin' Fun

Dear Expert Gamer,

First off, I just wanted to let you know that you have the best gaming magazine out there. My question is for WrestleMania 2000. I'm not quite sure about my Attitude meter. Every time the meter flashes and turns dark red, it immediately turns green again and I can't do my special. What's wrong?

Taylor Newkirk
videolady@mindspring.com

As soon as the meter flashes "Special!" tap your Analog Stick; your wrestler should then bust out its signature move. If this doesn't work, take the cart back and perform a special of your own on the salesperson who sold it to you.

Faded Bull

Dear Expert Gamer,

I was wondering why Ron Harper doesn't appear in NBA Live 2000. Is he a hidden character or is he just not in the game?

Francis Gomez
gomezpgomez@aol.com

We seriously doubt that Ron "No Hops" Harper is a hidden character. He must have been omitted due to the fact that he signed late in the free agent signing period. But, since we're here to help, you can create a Harper-clone by making a 6'6", 215 lb. shooting guard who is in his 14th year in the league. Also, if you want to be accurate to this year's roster, he plays for the L.A. Lakers. We'll leave the shooting and other fancy attributes up to you to decide.

Elephants Fly

Dear Expert Gamer,

Send me a PlayStation2 system!

Name Withheld
jgrimard@cec.pacsd6.sk.ca

Sure. It's in the mail. Along with your very own life-size Greg "I Am a True Canadian" Sewart doll and a pack of Pokémon Cards. No, really.

Medal Mania

Dear Expert Gamer,

I just bought Medal of Honor and it is the best first-person shooter I've ever played. I'm having some difficulty getting through Mission 6, Part 3, and I thought you could help. After disarming six bombs, I move along a tunnel only to find myself attacked and then killed by a bazooka-armed Nazi. Is there any effective way to dodge these rockets?

Hu Shunjie
residentevil_64@yahoo.com

The key to taking out the bazookas early on is to never let them get off a shot. Go for head shots at extreme range. Most of the time they will go down without a shot. The last level will force you to sidestep bazooka shells, however, so you'll have to learn to dodge. Try to use cover to avoid instant death. When you see the light trails heading your way, that's when you know its time to take cover.

Hate Mail

Dear Expert Gamer,

I really HATE your "Game Over" section. It sucks! I was halfway through LUNAR: Silver Star Story Complete when you guys had to spoil it for me by telling me the ending. Now I

Letter of the Month



Games like Pokémon Snap are ridiculously easy...and also the exception. It seems game developers have recently decided that "more is better" when it comes to difficulty.

Too Difficult!

Are Video Games Getting Harder?

Dear Expert Gamer,

I don't know about you guys, but I think games are getting almost ridiculously hard these days. Now don't get me wrong, I like a challenge when I play my games. But on some of them (like Metal Gear Solid and just about all of the Final Fantasy games), if you want to actually get through the first or second level, you have to spend even more money to buy a player's guide! I'm not saying that all games should be super easy so that you can beat it in like the first hour of play (like Pokémon Snap), but just don't make them so hard that you have to rely on a store bought strategy guide just for you to play the game.

Tyler Bohlman
TommyX2000@aol.com

Actually, Tyler, we at XG feel that things are going in the opposite direction. While a lot of today's games look and feel a million times better than the games of yesteryear, the overall challenge level seems to have dropped a bit since the 8- and 16-Bit days. For the most part, this is due to the fact that there are so many more people playing games in 1999 than there were in 1989. To reach this broader market, game companies feel they have to make their games easier in order to make them accessible to everyone. There are still some seriously tough games out there—we covered two of 'em this month (Gran Turismo 2 and Tomba! 2)—but on the whole, we'd say things are getting too easy. Our solution? More games should have the option to change difficulties—and the "Hard" difficulty should actually pose some sort of a challenge to those of us who've been gaming long before Pokémon...



Tyler won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation! Congrats!



Stallion is a speed freak, but you can beat him in a race once you run from battle a total of 50 times.

don't want to play that game. Tip—remove that section once and for all!

Mohamad Fauzi
omnibash@singnet.com.sg

We're going to start making our Game Overs a little more "classic," so as not to spoil things so soon. But still—if you haven't finished a game yet, common sense says to stay away from the Game Over page! You don't HAVE to read it...

Suik-O-Tastic

Dear Expert Gamer,

I loved the Suikoden II walk-through in issue #65. It really helped, but I noticed one small thing. You failed to mention that in order to get Stallion you need to run from battle 50 times (or you'll lose to him in the race). It took me a while to figure this out. Also, is there a way to keep anyone from dying (I'm talking about Kiba and Nanami)?

Jolly Dizon
jdizon22@hotmail.com

This is true. To get Stallion to join up with you, you'll have to be somewhat of a coward and run from a total of 50 battles. You won't win in the race against him if you don't do this. Also, there is no way to prevent Kiba from dying. Nanami, on the other hand, is a different story. Once she is injured by the arrow, do NOT return to the room where she is being tended to.

Mysterious Malboros

Dear Expert Gamer,

I'm having trouble trying to get the Doomtrain Guardian Force. I have the six steel pipes and six remedy +, but I still need the Malboro tentacles. I understand that you need to fight Malboro's to get these items, but I can't find any. I recall fighting Malboros on the Esthar plains, but at that point, I couldn't defeat them. What gives?

Mike Komar
blacktoothgrin@hotmail.com

Malboros are feisty opponents and it's doubtful you'll ever be able to consistently beat them. Your best bet is to max out a character's speed, give it Initiative and Mug, and hope that it can nab some Tentacles before Bad Breath strikes. The Island Closest to Hell hosts a handful of Malboros, but they tend to congregate most on the Island Closest to Heaven. Get in, get mugging, and get out!

Squall's Weapon

Dear Expert Gamer,

I've been playing FFVIII for a while now, and I've been trying to get Squall's best weapon since disc two. I am currently on disc four; I just got all the items required, but all the towns are closed by some sort of force field crap. Is there any way I can get to a junk shop to get the weapon?

Name Withheld
UW2KnoWmE@aol.com

If you have Doomtrain G.F. (or can still get him), have him learn Junk Shop so you summon a Junk Shop and modify your weapons—even outside of towns! Otherwise, you're out of luck.

Tony Hawk, Duuude

Dear Expert Gamer,

I want to know if it's possible to do a 900° on Tony Hawk's Pro Skater. I know that Tony is the only skateboarder to ever land a 900°, but he did this after T.H.P.S. was released. Is it still possible to pull off it off in the game?

Gary Davis
gcdavis@gate.net

If you're up for doing hair-raising, bunny juggling spino-rama's, you'll just have to wait for the DC version. But for you point-starved Tony Hawk fans, here's how you do the 900°: Once you start getting big air on a half-pipe, hold down the R1 button as soon as you lift off and continue holding it. You'll start spinning at an incredible rate, and with some practice, you should be able to get a 900°.



Pokémon Correction

Dear Expert Gamer,

I have a problem with your Pokémon Yellow guide from issue #66. You said no Pokémon had an advantage against Agatha's ghost types. You're wrong. If you take out a ground type Pokémon and keep using ground attacks, you'll beat Agatha in no time. This works on all of her Pokémon except Golbat (because he's a flying type). Other than that, your guide was super!

U.S. Top 10

THE 10 BEST-SELLING GAMES OF NOVEMBER

1. **Pokémon Yellow** (Nintendo/GB)
2. **Pokémon (Red Version)** (Nintendo/GB)
3. **Pokémon (Blue Version)** (Nintendo/GB)
4. **Pokémon Pinball** (Nintendo/GBC)
5. **Donkey Kong 64** (Nintendo/N64)
6. **Pokémon Snap** (Nintendo/N64)
7. **Resident Evil 3 Nemesis** (Capcom/PS)
8. **WWF WrestleMania 2000** (THQ/N64)
9. **NBA Live 2000** (Electronic Arts/PS)
10. **Crash Team Racing** (SCEA/PS)

Japan Top 10

JAPAN'S 10 BEST FROM 11/29 TO 12/5

1. **Pokémon Gold & Silver** (Nintendo/GBC)
2. **Legend of Dragoon** (SCEI/PS)
3. **Virtua Striker 2 ver. 2000.1** (Sega/DC)
4. **Chrono Cross** (Square/PS)
5. **Tokimeki Memorial 2** (Konami/PS)
6. **Pachinko Aruze Kingdom 2** (Aruze/PS)
7. **Sunrise Heroes** (Sunrise Interactive/DC)
8. **Doko Demo Issyo** (SCEI/PS)
9. **J.League Perfect Striker** (Konami/PS)
10. **The King of Fighters '99** (SNK/Neo CD)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (DECEMBER)

1. **Gran Turismo 2** (SCEA/PS)
2. **Soul Calibur** (Namco/DC)
3. **NCAA March Madness 2000** (Electronic Arts/PS)
4. **Resident Evil Code: Veronica** (Capcom/DC)
5. **Mario Golf** (Nintendo/N64)
6. **Vandal-Hearts II** (Konami/PS)
7. **Tomba! 2: The Evil Swine Return** (SCEA/PS)
8. **Speed Devils** (Ubi Soft/DC)
9. **Sega Rally 2** (Sega/DC)
10. **Final Fantasy VIII** (Square EA/PS)

SOURCES: NPD TRSTS Video Games Service (U.S. Top 10), Weekly Famitsu Magazine (Japan Top 10)

Import Pick of the Month

Biohazard: Gun Survivor

Why put this one down as an Import Pick when the U.S. version is coming out in just a few short months? It's simple, really: If you want to play the game with an actual light gun, you'll have to play the import version. Capcom will be removing gun support for the U.S. release. It's an admirable move for sure (with all the violence issues these days), but they might as well just not release it at all if it's not going to support the GunCon. If you do decide to import, look forward to lots of classic RE thrills, as well as some nifty gameplay innovations. Biohazard: Gun Survivor is scheduled to release in Japan in late January.



Biohazard: Gun Survivor is the first game in the series to let you take control of the action from a first-person viewpoint. In our opinion, playing with Namco's GunCon is the only way to go, so you may want to consider going with the import version.

Coming Soon

SEGA DREAMCAST

JANUARY

- **L.O.K.: Soul Reaver** (Eidos)
- **Rainbow Six** (Majesco)
- **Striker Pro 2000** (Infogrames)
- **Zombie Revenge** (Sega)

FEBRUARY

- **Boarder Zone** (Infogrames)
- **Crazy Taxi** (Sega)
- **JoJo's Biz. Advent.** (Capcom)
- **MDK 2** (Interplay)
- **NHL 2K** (Sega)
- **Plasma Sword** (Capcom)
- **SF Alpha 3** (Capcom)
- **Time Stalkers** (Sega)

NINTENDO 64

JANUARY

- **Air Boardin' USA** (Agetec)
- **Cyber Tiger** (Electronic Arts)
- **Mario Party 2** (Nintendo)
- **South Park Rally** (Acclaim)
- **StarCraft 64** (Nintendo)
- **V8: Second Offense** (Activision)
- **Worms Armageddon** (Hasbro)

FEBRUARY

- **Blades of Steel 2000** (Konami)
- **Carmageddon** (Titus)
- **ECW Hardcore Rev.** (Acclaim)
- **Ridge Racer 64** (Nintendo)
- **Tarzan** (Activision)

SONY PLAYSTATION

JANUARY

- **Baldur's Gate** (Interplay)
- **Die Hard Trilogy 2** (Fox)
- **Macross VF-X 2** (Bandai)
- **Marvel vs. Capcom** (Capcom)
- **NBA I.T.Z. 2000** (Konami)
- **Road Rash Unchained** (EA)
- **Tomba! 2** (SCEA)

FEBRUARY

- **Colin McRae Rally** (SCEA)
- **Fear Effect** (Eidos)
- **JoJo's Biz. Advent.** (Capcom)
- **Misadv. of Tron Bonne** (Capcom)
- **SaGa Frontier 2** (Square EA)
- **WWF SmackDown** (THQ)

GAME BOY COLOR

JANUARY

- **1942** (Capcom)
- **Azure Dreams** (Konami)
- **Bionic Commando** (Nintendo)
- **Drag. Warrior Mons.** (Eidos)
- **Ghosts 'N' Goblins** (Capcom)
- **Magical Tetris Chall.** (Capcom)

FEBRUARY

- **Konami Rally** (Konami)
- **NBA Showtime** (Midway)

Tony Meunier
mmeunier@pris.bc.ca

Todd might have noticed this if he weren't so busy analyzing every minute personality trait for Charmander and Squirtle.

Calling Carlos

Dear Expert Gamer,

While playing RE3 I found an alternate way to meet Carlos. Instead of using the fire hook in the restaurant, keep walking past the restaurant and go into the Raccoon Press building. Open the fire shutter door and go upstairs into the small office. Carlos is waiting in here, and after a brief conversation, the Nemesis appears. You will be given a selection of "jump out the window" and "hide in the back room." If you hide in the back room, you will end up fighting the Nemesis, but if you jump out the window, you'll be home free. After Carlos leaves, you'll have to find the green gem, which is in the restaurant. Return there, grab the fire hook, and open the entrance to the basement. You'll find the green gem on the dead policeman's body. Just an interesting tidbit.

Jordan Stern
Casper984@aol.com

Cool note. Anytime you can avoid a tough encounter with Nemesis, it's probably a good thing.

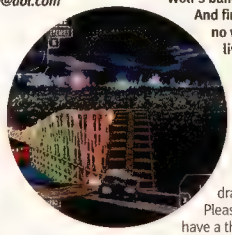
Rogue Secrets

Dear Expert Gamer,

I heard there is a code for Rogue Squadron that lets you fly Slave 1 or the B-Wing. Is this true? Also, for Shadows of the Empire is there a code that on the 10th level lets you fly the Millennium Falcon?

Cliff Katzenelson
MantaRay59@aol.com

No Slave 1 or B-Wing. The code for the Millennium Falcon is FARMBOY. You can use it in any mission that doesn't require another fighter.



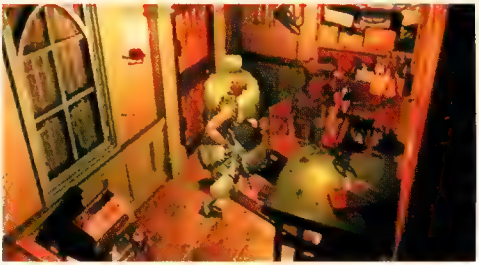
Slob Zombie

Dear Expert Gamer,

I was just recently flipping through the new issue of my bible (XG #67) and I noticed something. It was a Twisted Metal 4 strategy guide with the cars as sidebars. I saw one called Mr. Zombie and I was wondering if that was "Rob Zombie" and his famous Dragula/Munster Mobile?

Dan Bower
cayn666@email.com

Yup, that's Mr. Rob Zombie himself. Seems he's not content to merely have his music piped into the game. He's got his Dragula (just like the song) ready to whip up some trouble. Just be glad it's Rob and not some cheezy artist like the one formerly known as Prince.



There are a couple of different ways you can meet Carlos in Resident Evil 3, but one way allows you to save a little bit of ammo and avoid a battle with Nemesis.

Many Metal ?s

Dear Expert Gamer,

I need help. When you play Metal Gear Solid, is there a way for Meryl not to die? Also, when Liquid Snake and Revolver Ocelot are talking in the booth, will you still get caught if you blow up the camera? Also, what happens if you don't kill any of the wolves in the cave? Also, is there a way for Ninja not to die? Thanks.

Alex P.
ShaggyP33@aol.com

Catch your breath there, Johnny Inquisitive. For Meryl not to die, you need to get the good ending (achieve this by not giving up on the torture rack). Referring to your second question, yes, you'll still get caught. For question #3, you can get past the wolves by either killing them, or by returning with Sniper Wolf's bandanna equipped. And finally, no, there is no way for the Ninja to live. That's all.

Excuse My Canadian

Dear Expert Gamer,

Hi, I send my drawing to you. Please reply me if he have a thing I need to put. Excuse my English because I'm from Quebec and I speak French.

Paul Patry
willowboy15@hotmail.com

Say you don't? For thanks us writing. Seriously, though, we have a real-live Canadian on our staff, so your stunted speech patterns didn't bother us a bit. Thanks for the pic!

Crazy Calibur

Dear Expert Gamer,

What the hell is wrong with my Soul Calibur? I am trying to unlock Edgemaster and Inferno. I have unlocked everyone, including Cervantes, and I can't seem to make any more progress.

Mike Komar
blacktoothgrin@hotmail.com

After you get everyone available up to (and including) Cervantes, you must then win with ALL remaining characters (only once per character) to get Edgemaster. For Inferno, select Xianghua's 3rd outfit (select with Y+A) and win the game to unlock him. The trick here is that you must earn her third outfit in Mission Battle Mode first.

Grandia Note

Dear Expert Gamer,

Hi, I was reading the Grandia walkthrough in issue #66 and noticed just one problem. In the section for the optional side-quest, "The Tower of Temptation," it said that it was best to avoid it because it was harder to beat than the final boss, and that you shouldn't even attempt it until you are at least at level 45. Always up for a good challenge, I decided to try it anyway and easily beat it (and my highest-level character was only level 35!). It was well worth it because you can get all the "Zero" weapons at the entrance, which are great for building up your weapon levels. There are also many other great weapons and armor throughout the tower. Just be sure to stock up on SP and MP recovering items before the 10th floor because you will have to fight three bosses without getting a chance to heal in between.

Garrett McDonald
gmcdonald@bcinternet.net

You are certainly a mastah Grandiah playah. Thanks for sharing with us. We really loved the game and have gotten a lot of readah mail on it.

Krystal Ball

Dear Expert Gamer,

It's been a while since I wrote you

I am sure we did get a bit of air at the top. Could be that I punched it a little too hard. But my passenger, Holy Joe the preacher wigged out, man. Starts shouting and cussing like a teamster with Tourette's. Anyway, we land, and there's this damn cable car coming, so I jump that, and then we're in the other lane with oncoming traffic, so trying to be responsible, I go up on the sidewalk. But only for three or four blocks, and everyone got out of my way, even that bag lady. Next thing I know we're sitting in the frickin' bay. Maybe it's my brakes... crazytaxi .com

Sega Dreamcast
IT'S THINKING

CRAZY TAXI

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crazytaxi.com

RP

guys. You probably don't remember me, but I'm that Jamaican dude! Your mag kicks! Or in the words of Eric Cartman, "Sweet!" I've just read your December issue and it's very impressive. Enough compliments, now to business. My buddies bet me that I couldn't get you to print my letter with the following words: Krystal, I love you. Please print my letter. Please?

Karl Wilson
Ocho Rios, Jamaica

Your letter was just too sweet to pass up. Now that you've won a bet, what do we get? How about sending us a picture of you lovebirds holding a copy of XG? Aww...that would truly be special.

Res Rockets?

Dear Expert Gamer,

I am having trouble at the end of Resident Evil 3. I'm stuck trying to get the Rocket Launcher at the dead factory. I killed Nemesis; I've got the Card Key; and I'm down at the locker where you are supposed to use the Facility Key. Whenever I go into my items to select the key, however, it says I don't need to use it right now. What should I do?

Scott Miller
Phoenix, AZ

You need to get the card's information updated. Take the facility key down to the water quality puzzle. Put the key in the machine next to the puzzle and you'll get a message saying that the card is being rewritten. Now you can return to the area near the locker, insert the card, and get the rocket launcher.



For a real blast, break up the "shotgun wedding" and reunite with Feena.

Grandia Wedding

Dear Expert Gamer,

I am stuck in Grandia. What do I need to do to find Feena in New Parm? I have met Pakon; I've been to Feena's house; I've heard about a wedding in the town; and I have leveled-up my characters. What's next?

Ian Ferry
fairydust09@hotmail.com

You need to go back to New Parm to break up a "shotgun wedding." Direct the two heroes to the shed behind the church and prepare to do battle. The sewers under the church only comprise one area, but there are four floodgate controls that need to be manipulated in order to proceed. Just set each of the floodgate controls off as you come to them and you should have no problem getting through the level. In the chapel, Master Chang will attack you. V-Slash and Howl magic are most effective on him.

Q&A

The Mysterious Biggs and Wedge

Dear Expert Gamer,

Biggs and Wedge: Who are they? They first came up on FFA, then FFVII and FFVIII. Are they the producers of the game? Are they heroes as well? I would like to know about these two mysterious characters.

Ronald Dumlao
The Philippines

Every video game fan should know this one, Ronald! Biggs and Wedge are named after two of the pilots who flew alongside Luke Skywalker in the original *Star Wars*.

Which Super NES RPG Is the Best?

Dear Expert Gamer,

Does the XG staff remember the days of the great SNES RPGs? I was just wondering what the staff's favorite SNES RPGs are. Mine is EarthBound.

Bob Maczko
Chicago, IL



Cool question, Bob! Here goes...
Andy: *The 7th Saga, Final Fantasy III, Paladin's Quest, Shadowrun*
Jim: *Chrono Trigger, Final Fantasy III, Ogre Battle, Secret of Mana*
John: *Dragon Quest V, Dragon Quest VI, Lufia II, EarthBound*
Greg: *Final Fantasy II, Final Fantasy III, Shadowrun, Chrono Trigger*
Todd: *Final Fantasy III, Chrono Trigger, EarthBound, Soul Blazer*
Dan: *Madden 92, Madden 93, Madden...Oh, did you say RPGs?*

Does Game Boy Play Imports?

Dear Expert Gamer,

Hi, do you know if the U.S. Game Boy can play import GB games?

Rick Neifert
Address Withheld

It sure can! The GB (and GB Color) have no territorial lockout mods whatsoever, meaning you can play games from any region.

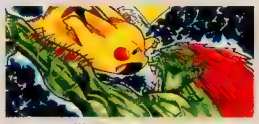
Letter Art

Where creativity, your favorite video game, and a stamp can make you immortal*



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@zd.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Jaturawit Rodcheewan of Bangkok, Thailand, wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Jaturawit!



Marcus Williams
Duluth, GA



Kyle Yang
Harrison Township, MI



Matt Robinson
Aurora, IL



Michael Startzman
Berea, KY

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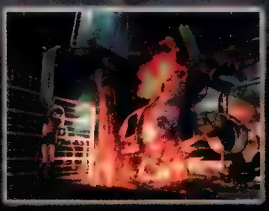




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TRICKS OF THE TRADE

Dreamcast



AeroWings

Cheat Mode: At the "Press Start" screen, press L button+R button simultaneously. You'll hear "OK Good." This unlocks Exhibition Mode, all levels, airplanes, and more.

Expendable

While the game is paused, enter any of the following codes as shown below.

Level Skip: Y,Y, X, X, L Shift, R Shift, Down, Down, Up, Up.

Extra Lives: A, B, X, Y, L Shift, R Shift, Up, Down, Left, Right.

Extra Credits: A, B, Left, A, B, Right, B, A, Down, R Shift.

Flag to Flag

Enter the following codes while starting the game in Arcade Mode.

Rainy Weather: Hold L+R+Down.

Weather Never Changes: Hold L+R+Up.

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.

Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, R, L, R, START.

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode: Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.

Bonus Cats: Shoot a cat and it will lead you toward a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Hydro Thunder

Super Start: To get a jump on the competition, wait until the announcer starts counting down. Immediately after he says, "three," press and hold the R button. Immediately after he says, "two," let go of R and hold the L button. Immediately after he says, "one," let go of L and hold the R button. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!"

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L button (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

King of Fighters, The '99 Dream Match

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold START and press any button.

Kyo Kusanagi	Terry Bogard
Andy Bogard	Joe Higashi
Ryo Sakazaki	Robert Garcia
Yuri Sakazaki	Mai Shiranui
Billy Kane	Orochi Yashiro
Orochi Shermie	Orochi Chris
Omega Rugal	

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down. You will see Shadow Lady appear below Gambit.

Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right,

New Tricks

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Ready 2 Rumble Boxing	26

NINTENDO 64

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Score Big with GameShark From Interact and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

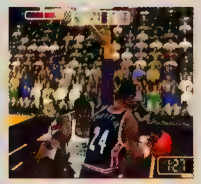
Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
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Trick of the Month









NBA Courtside 2: Featuring Kobe Bryant

Nintendo 64

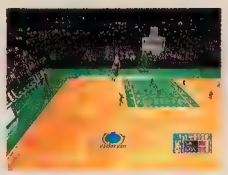
Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right+A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties, and the Nintendo Gamers.

NBA 2K

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.

Secret Teams: DEVDUDES (Opens the three Insomniacs teams, which include the Sega Sports, Sega, and NBA 2K teams.)
Huge Ball: BEACHBOYS
Crowd Message: HIMOM
Giant Heads: FATHEAD
Micro Players: LITTLEGUY
Large Players: MONSTER
Squished Players: SQUISHY
Obese Players: DOUGHBOY
Huge Feet: BIGFOOT
Hurt Coaches: COACHOUCH





Right, Down, Down, Left, Left, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up. You will see Gold War Machine appear above Zangief.
Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. You will see Orange Hulk appear above Ryu.
Play as Lilith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down. You will see Lilith appear below War Machine.
Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. You will see Red Venom appear above Chun-Li.
Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right. You will see Roll appear to the right of Mega Man.

Mortal Kombat Gold

On the "Press Start Button" screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. If you entered the code correctly, you will hear a laugh and the word, "Outstanding." Enter the options screen, highlight the "Exit" option, and hold the L+R buttons. While holding these, press the A button. A cheats menu will appear with the options shown.
Easy Endings: Defeat just one opponent to see your character's ending.
Fatality 1: Finish your opponent with High Punch. This will allow any character to perform its first fatality.
Fatality 2: Finish your opponent with Low Punch. This will allow any character to perform its second fatality.
Pit Fatality: Finish your opponent by pressing Down and then press High Punch. This allows any character to perform its level fatality.
Danger: Both characters' health bars will be extremely low, enabling one-hit deaths.
Kombat Kode: This allows 30 different Kombat Kodes to be activated.
Play as Goro: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R, and press Up, Left, A.
Play as Noob Saibot: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R, and press Up, Up, Left, Left, Left, A.
Play as Sektor: First enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R, and press Up, Up, Up, Left, Left, Left, Left, A.
Alternate costumes: On the character select screen, highlight a character, hold START and press any button once to rotate its select screen picture and enable its second costume, and twice for its third. This works with most of the fighters. You may have to press a button a third time to get some characters' costumes.

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection, and entering the following codes.
Alternate Text: SCRAWL (Some of the text will have a different font.)
Fat Players: LARD
Sega Sports Team: SUPERSTARS (Becomes available at the team selection screen between the NFL All-Pros and San Francisco 49ers.)
Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo.")
Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo.")
High-Pitched Commentary: SQUEEKY
Auto-Defense Play Selection: On the play selection screen when on defense, press A twice to have the CPU choose a random play to stop your opponent.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly.

Name: BRAIN (Brain)	Pin: 1111
Name: SMILE (Smiley)	Pin: 1111
Name: FORDEN (Dan Forden)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmell)	Pin: 0322

Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More then one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Muddy field	5-2-5 Down
Wet field	5-5-5 Right

PenPen Trilcelon

Play as Hidden Racer: Hanamizu becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Power Stone

Manipulate the Victory Camera: Use A, X, Y, B, and the Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.
Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to place skeletons in the crowd. Set the system date to December 25 to place Christmas trees in the prize fight arena.
Alternate Costumes: At the character select screen, press X+Y simultaneously.
Alternate Cornerman: At the character select screen, hold the X button and press Up, Right, Down, or Left.
Bronze Class Boxers: Select Championship Mode from the main menu. Then, choose New Game and enter RUMBLE POWER as a gym name to unlock all class bronze boxers in championship mode. *Note: This also unlocks Kemo Claw in Arcade Mode.*



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Silver Class Boxers: Enter RUMBLE BUMBLE as a gym name. *Note: This also unlocks Bruce Blade in Arcade Mode.*
Gold Class Boxers: Enter MOSMA! as a gym name. *Note: This also unlocks Nat Daddy in Arcade Mode.*
Champ Class Boxers: Enter POD 5! as a gym name. *Note: This also unlocks Damien Black in Arcade Mode.*
High Voice Cornerman: On the character select screen, hold X and press L+R buttons simultaneously.
Taunts: During a match, hold X+A or Y+B to taunt your opponent. *Note: Only X+A works for Damien Black.*
Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L Shift button on each controller while choosing a boxer with A.
Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold the R Shift button on each controller while selecting a boxer with A.
Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold L Shift+R Shift button on each controller while choosing a boxer with A.

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.
All Cars: Up, Down, Up, B, A, Left, B, B, Down.
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed be an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Sophitia's Secret (Works on Japanese Version Only!): Choose Sophitia and press one of the following buttons from the selection screen. Hold it down until you see Sophie do her "pre battle" pose. She will now enter battle with a new color of panties.
X = pink
Y = blue
B = black
R = yellow (Press R after you choose her or she'll be in metallic mode.)
L = doesn't seem to change the color
A = white (original color)
Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select," and "Metal Model" become available.
3rd Costume: In the character select screen, place the cursor on the character, press the Y button, and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.
Weapon Select: In the character select screen, place the cursor on the character and press the L trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.
Metal Model: In the character select screen, place the cursor on the character and hold down the R trigger and select. The Metal Model can be used together with the third costume.

Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!
All Tracks and Cars: B, Right, B, Right, Up, B, Up.
Unlimited Nitros: Down, Up, Down, Up, A, X, A.
Skip Current Class: Down, Right, Down, Right, A, X, A.
More Money: A, Right, A, Right, Up, B, A. *Note: This works in Championship Mode only.*

Tokyo Xtreme Racer

Mark Other Cars: Press L or R button at the "Assist Shifting" menu. You will hear a confirmation tone. This enables every rival pointer during a battle. *Note: this code works only in Quest mode.*
Max Speed: Press the Y button at the "Assist Shifting" menu. You will hear a confirmation tone. This will enable the max speed of the player and rival car after a win or lose battle. *Note: this code only works in Quest Mode.*

Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.
Every Map Available: Hold the L Shift button and enter A, Y, X, B, Y, X.
Heavy Weapon: Hold the L Shift button and enter X, A, Y, B, A, X.
99 Heavy Ammo: Hold the L Shift button and enter A, B, X, Y, B, A.
New Machine Gun: Hold the L Shift button and enter B, A, Y, X, A, B.
Toy Fixed: Hold the L Shift button and press A, X, B, Y, A, Y.

Ready 2 Rumble Boxing

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the "Train Boxer" option. Now highlight the "Rumble Aerobics Training," press Left, and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway.





TrickStyle

Choose "Cheats" from the options screen and then put in one of the following passwords.
Win Everything: CITYBEACONS
Win All the Time: TEAROUND
Infinite Time: IWISH
Power-up Moves: TRAVOLTA
Big Heads: INFLATEDEGO

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.
Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.
Play as Dural In Any Mode: On the character select screen, press Down, Up, Right, Left+START.
Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.
Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time.

NFL 2K

More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to 0. Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.

Ryan Harle
Carpentersville, IL





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GameShark Codes

NBA Showtime: NBA on NBC

Team 1 Score 0	811A1E860000
Team 1 Score 255	811A1E8600FF
Team 2 Score 0	811A1EA20000
Team 2 Score 255	811A1EA200FF
P1 Infinite Turbo	8119D2B40000
	8119D2B64000
P2 Infinite Turbo	8119D3080006
	8119D30A4000
P3 Infinite Turbo	8119D35C0006
	8119D35E4000
P4 Infinite Turbo	8119D3B00006
	8119D3B24000
Infinite Creation Points	80165C52000A
Max Height	80165C410014
Max Weight	80165C420014
Max Power	80165C430014
Max Speed	80165C440014
Max 2 Pointers	80165C450014
Max 3 Pointers	80165C460014
Max Steal	80165C470014
Max Block	80165C480014
Max Dunks	80165C490014
Max Dribble	80165C4A0014
Max Stats	500A00010000
	80165C410014
Choose All Pmvileges	80165C530002

Rayman 2: The Great Escape

Have All Crates	810C70F87FFF
	810C70FAFFFF
	810C70FCFFFF
	810C70FEFFFF
	810C7100FFFF
	800C710200FF
Lotsa' Lums Part 1	500064010000
	800C710800FF
Lotsa' Lums Part 2	500019010000
	800C70BD00FF
Open Map	810C70F0FFFF
	810C70F2FFFF
Resident Evil 2	
Enable Code (Must Be On)	
F10004F02400	F10004F42400
Infinite Health	810E132200C8
Rapid Fire Press R+A	D1014FA48010
	810E13180B00
Enable 4th Survivor Mode	
	800E10EF0048
Enable Tofu Survivor Mode	
	800E10EF0049
Biohazard 2 Mode	D00E10EF0040
	800E10EF0000
Start on 2nd Scenario From New Game	
	800E110C0040

Toy Story 2

Max Coins	810BB10E0063
Infinite Lives	810BB10A0005
Infinite Battery	810BB106000D
Infinite Double Jumps	810BB0FC0002

WinBack

Infinite Health	8017AABB0064
No Reload Pistol	8017AAB70009
No Reload Silenced Pistol	
	801587C40009
No Reload Shotgun	8017AAB30008
No Reload Machinegun	8017AA9F001E
Enable Max Power Mode	
	8015D4170001
Enable Extra Characters	
	8115D412FFFF
	8015D4110003

Nintendo 64

All-Star Baseball 2000

Blind Code: On the main setup screen, access the "Enter Cheats" option and enter MYEYES as a code. Press START and you will see text at the bottom of the screen that says, "My eyes my eyes. I'm blind." Now when you play a game, the background graphics will be all foggy and you will only be able to see the players clearly.
Unhittable Fastball: Select Arcade Mode. When you are pitching, hold Down-C+A and hold it until the ball reaches home plate. The batter won't be able to hit the pitch about 99 % of the time.
Easier Home Runs: When you're up to bat, press the B button for a power hit. If you have the pitcher aid on and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the upper left (just in case the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right. If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.
Visual Codes: Access the "Enter Cheats" option on the main setup screen and enter one of the following codes.
Beach Ball Mode: BCHBLKTPTY
Baseball trails: WLDWLDWST
Fly back to dugout: FLYAWAY
Small players: TOMTHUMB
Blackout Mode: WTOTL

Army Men: Sarge's Heroes

All Weapons: NSRLS
Maximum Ammunition: MMLVSRM
Test Information: THDTST
Mini Mode: DRVLLVSMM
Play as Tin Soldier: TNSLDRS
Play as Vikki: GRNGRLRX
Play as Plastro: PLSTRLVSVG
Level Passwords:
Spy Blue: TRGHTR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRDCT
Thick Mission: STPDMN
Snow Mission: BLZZRD
Shrap Mission: SRFPNK
Fort Plastro: GNRLMN
Scorch Mission: HTTTRT
Showdown: ZBTSRL
Sandbox: HTKTTN
Kitchen. PTSPNS
Living Room: HXMSTR
The Way Home: VRCLN

Bass Hunter 64

Enter the following codes at the cheat codes screen under options. You will hear a "boing" sound if the codes were entered correctly.
All Lakes: ALLDLAKES
Extra Money: ALLDCASH
Slow Boat: WHATADRAG
Fast Boat: HYPERBOAT
Bathtub Boat: RUBADUBDUB
No Snags While Fishing: BAGDSNAGS
Unbreakable Line: SUPERSTRING
Large Fish: MONDOFISH
Less Fish: WHEREDFISH
Easy to Catch Fish: SUPERLURE
Fish More Active: HAPPYFISH
Catch at Lindler: FISHMAN (Instead of catching a regular fish, you will see a head with sunglasses, a hat, and fins.)
No Penalties During Tournament: NOPENALTY
Win Current Tournament: IWINIWIN
New Silly Games: SILLYSOUND

Battle Tanx: Global Assault

Enter these codes at the "Imput Code" screen.
Level Select: 80DYS
Invincibility: HPPYHPPY
All Weapons: RCKTSRDGLR
Brandon Gang: NNKNHCKS
Custom 1 Gang: TRDDYBRRKS (This gives you the M2 Hydra tank in the multiplayer game.)
Campaign Mode Bonus Level: WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Beetle Adventure Racing

Hidden Cheat Menu: Go to One-player Mode and select "Championship Race" on Coventry Cove. While racing, find the short-cut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

Bomberman 64

Here's where to find some of Bomberman's optional outfit parts.
Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge.
Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.
Extra Battle Mode Stages: Press START at the title screen. When the main menu screen appears, press START rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Buck Bumble

All Weapons: At the title screen, press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left. When the game begins, press A+B+R. You will hear a noise if it is done correctly (it only works in One-player Mode).
Level Select: At the title screen, hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.
Refill Health and Ammo: Press A+B+R button while playing (you can only use this code if you have All Weapons on).

Bust-A-Move '99

Another World: At the title/menu screen, press the L button, Up, R button, Down. If entered correctly, a little green character will appear on the lower right of the screen. Now go to the "Game Select" screen and move over to the Puzzle Mode. The words "Another World" will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Command & Conquer

Adjust Battle Screen: Hold L and press Up-C or Down-C to magnify and reduce the screen.

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.
Horn: BLABBERMOUTH
Two-Player Adventure: JOINTVENTURE
All Balloons are Yellow: BODYARMOR
Disable Weapons: BYEBYEBALLOONS
No Limit to Bananas: VITAMINB
Zap the Zippers: ZAPTHEZIPPERS
Ultimate AI: TIMETOLOSE
Maximum Power-Up: FREEFORALL
Start with 10 Bananas: FREEFRUIT
Big Characters: ARNOLD
Small Characters: TEENYWEENIES
Select Same Player: DOUBLEVISION
Four-Wheel Drive: OFFROAD

Duke Nukem: Zero Hour

Refill Energy: After destroying a fire hydrant, stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

Extreme G: XG2

To get any of these codes to work just get to the bike selection screen and press the R button to get to the "Customize" screen. Now move over to the "Enter Name" option, access it, and put in the passwords for the results shown below.
Cause Track to Spin: SPIRAL
Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2064
Wire Frame Mode: LINEAR
Unlimited Nitros: XXX
Overhead View: SPYEYE
Remove All Meters and Text from Screen: NOPANEL
Extra Boost of Speed and Acceleration: XCHARGE

F-1 World Grand Prix

After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press button A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.
Silver Driver: Chrome

Gold Driver: Pyrite
Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)

GoldenEye 007

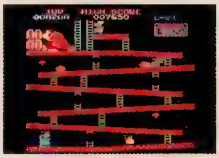
Time Codes: Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:
Level 1: Dam-Paintball Mode-Secret Agent-2:40
Level 2: Facility-Invincibility-00 Agent-2:05
Level 3: Runway-DK Mode-Agent-5:00
Level 4: Surface-2x Grenade Launcher-Secret Agent-3:30
Level 5: Bunker-2x Rocket Launcher-00 Agent-4:00
Level 6: Silo-Turbo Mode-Agent-3:00
Level 7: Frigate-No Radar (Multi)-Secret Agent-4:30
Level 8: Surface2-Tiny Bond-00 Agent-4:15
Level 9: Bunker2-2x Throwing Knives-Agent-1:30
Level 10: Statue-Fast Animation-Secret Agent-3:15
Level 11: Archives-Invisibility-00 Agent-1:20
Level 12: Streets-Enemy Rockets-Agent-1:45
Level 13: Depot-Slow Animation-Secret Agent-1:30
Level 14: Train-Silver PP7-00 Agent-5:25
Level 15: Jungle-2x Hunting Knives-Agent-3:45
Level 16: Control-Infinite Ammo-Secret Agent-10:00
Level 17: Caverns-2x RC-P90s-00 Agent-9:30
Level 18: Cradle-Gold PP7-Agent-2:15
Level 19: Aztec-2x Lasers-Secret Agent-9:00
Level 20: Egyptian-All Guns-00 Agent-6:00
Bond Photos (GameShark): This GameShark code reveals pictures, on the selection screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter A002B19B 00__ as a password. For the two spaces, enter 01 to see Roger Moore, 02 to see Timothy Dalton, or 03 to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.
Secret Level Editor: Once you finish every single level in the game on the 00 Agent difficulty setting (plus bonus levels 19 and 20), a special 007 Mode will open. This is an "Editor" screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy, and Enemy Reaction Speed!
Same Player in Multiplayer: Plug in four Controllers. Enter Multiplayer Mode and select four characters with each Controller, having players three and four be the duplicates. Then go back to the "Multiplayer" screen and unplug Controllers three and four. Have players one and two choose the players where three and four were. Go back to the "Multiplayer" screen once again and plug players three and four back in. Be sure to change the "Player" option back to four. Now when you begin your match, there should be two of the same character!

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.
Mirrored Tracks: Z, R, Z, Z, R, Z, Z.

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!
Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!





Towjam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.
Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.
Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.
Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.
Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Ken Griffey Jr.'s Slugfest

Go to the "Create A Player" option and type "Code" for the first name and one of the following for the last name. A confirmation signal will sound.
Weeble Wobble Player: WEEBLEMAN
Big Heads: BIGGHEDZ
Thin Players: TOOTHPICK
Invisible Players: INVISIBLEMAN
Tick-Bodied Players: THETICK
Tiny Players: LIDDLELEAGUE
Big Feet: BIGFOOT
Flat Team: STEAMROLLED
CPU vs. CPU Game: CPUVSCPU
Fireworks Show: Choose any of the teams on exhibition mode, and press Z to view the stadium when the "Stadium Select" appears. Now press the R and Z buttons when viewing the stadium and fireworks will appear behind home plate.
Home Run Griffey: This code only works when Ken Griffey Jr. is up to bat. While you are up to bat press Left, Left, Right, Right, Right, Left, and Left on the Control Pad. You must make contact with the ball after you enter the code to get a home run.

Knockout Kings 2000

Big Gloves Trick: Press START to pause the game in the middle of play and enter C-Up, C-Down, C-Up, C-Up, C-Down. You should hear a bell ring five times, which confirms that you entered the code correctly. To disable Big Gloves, simply re-enter the code.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser, and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you, and throw a bomb right back at you!
Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.
20-Yard First Downs: FIRSTIS20
100-Yard Passes: PIGSKINSFLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QBINTHECLUB
Less Penalties: REFISBLIND
Weird Scoring Rules: DRBENWAY
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Magical Tetris Challenge

Line Clear Graph: Here's a hidden feature that's not mentioned in the manual for Magical Tetris Challenge's Endless Tetris Mode. Begin a game in Endless Mode and press A+B simultaneously while playing.

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z+R+A at the same time.
Toad Highlands Tournament: Put in

Movie Hits to Cameo

A Bug's Life

Level Select: At the ant hill off the main screen, hold C-Up+C-Down+C-Left+C-Right+Z and press R. An arrow will appear to confirm correct code entry.

GoldenEye 007

31 Extra Characters: Just when you thought it was hopeless to get more characters in GoldenEye, out comes another code. Now you can play as 31 extra characters in the Multiplayer Mode. On the "Multiplayer Options" screen, go to the "Characters" option and move to your last available character, which will be Mishkin or Moonraker Elite. Now hold L+R buttons and press Left-C, let go and hold L button and press Up-C, let go and hold L+R buttons and press Left (Control Pad), hold L button and press Right (Control Pad), hold R button and press Down (Control Pad), hold L+R button and press Left-C, hold L button and press Up-C, hold L+R button and press Right (Control Pad), hold L+R button and press Down-C, hold L button and press Down (Control Pad). Once you do this, you will see that you can select from a number of new characters—31 to be exact! When you turn off the game, the code will be gone, so you will need to enter it every time you want to do the trick.

Mission Impossible

Enter all of these codes during the "Mission Select" (level select) screen. After you enter a code correctly you will hear Ethan say, "There, that's better."
Turbo Mode: C-Up, Z, C-Up, Z, C-Up
Kid Mode: C-Down, C-Up, R, L, Z.
Big Head Mode: C-Down, R, C-Up, L, C-Left.
Big Feet: C-Down, R, Z, C-Right, C-Left.
Uzi With 30 Rounds: C-Right, C-Left, C-Right, C-Down, R.
Mini Rocket Launcher with 30 Rockets: R, L, C-Left, C-Right, C-Down.
7.65 Silencer with 50 Rounds: C-Up, L, C-Right, C-Left, C-Up.
9mm HI POWER with 30 rounds: R, L, C-Down, C-Up, C-Up.



Sega Dreamcast
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E
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I took turn one in a full [illegible]. By the time I convinced her I didn't know HOW MY REPORT CARD [illegible] THEN I HIT THE GRAVEL.

sega.com/games

[illegible] I DRIFTED [illegible]

[illegible] CLIPPED [illegible]

[illegible] was bowling like a jackal [illegible] IT BLEW AWAY LIKE A RED KITE IN A HURRICANE. I CORNERED AND NAILED IT DOWN [illegible]

[illegible] blown 3 times, shot by a [illegible]

[illegible] CHEMICAL WARFARE [illegible]

[illegible] restless [illegible] AND KICK BOXING [illegible] BEHIND MY BACK. I CLIPPED [illegible]

[illegible] BLURRED INTO A [illegible]

[illegible] STRAIGHT. I'M [illegible]

KPXWN9N3 as the password.
Alternate Costumes: On the character select screen, hold Left-C, Down-C or Right-C, and choose a character.
Left-Handed Golfers: On the character select screen, hold the L button and choose a character.
First Camp Hyrule Cup: Enter 0EQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.
First Camp Hyrule Cup: Enter 5VW689Q6 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Micro Machines 64 Turbo

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.
Blow Up All Cars: Hold X+C-Up+C-Right+C-Left.
Turn into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.
Big Bounces: C-Left, Right, Right, Down, Up, Down, Left, Down, Down.
Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down.
Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.
Quit Race and Win: Press Z+C-Down. *Note: This code doesn't work in time trials.*
Change Camera Angle: Hold Z and press Up, Down, Left or Right.
Change Camera Zoom: Hold Z and press L or R.
Turn Player into Computer Drone: Hold Z and press C-Left.
Cheat Codes: Enter these codes while the game is paused. A beep will confirm the code. To disable a code, simply re-enter it.

Monster Truck Madness 64

Enter these passwords for the results shown below.
Low Rider Trucks: YRDR (All of your trucks have low rider wheels.)
Unlimited Missiles: Y_WNT_T (While playing a game, press Left to fire the missiles.)
Gut Noises: BRPS (While playing a game, press Up to hear various burping noises.)
Programmer Textures: JMPNG (This will change all the game's ground textures into black and white pictures of the game's programmers.)
Strange Mode: JMPR (You will see a change in the graphics.)

NASCAR 99

Play as Benny Parsons: Choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Track" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z.

New Tetris, The

Fast Falling Blocks: Select Single Player Mode, enter 2FAST4U as a name, then highlight "OK" and press A.
CPU's Blocks Fall Fast: Select Single Player Mode, enter AI2EZ4U? as a name, then highlight "OK" and press A. *Note: Your blocks will remain at normal speed.*
Music Kaleidoscope: *Note: The Nintendo 64 must be reset to quit this mode.* Enter the "Audio Options" screen and set the song to "Haluci" and the music mode to "Choose." Then select Single Player Mode, enter HALUCI as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name: BRAIN (Brain)	Pin: 1111
Name: FORDEN (Dan Forden)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmell)	Pin: 0322

Cheat Codes: At the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump, Jump, Pass, Pass, Pass, Left. *Note: More then one code may be activated per game.*
Infinite turbo: 5-1-4 Up.
Fast turbo running: 0-3-2 Left.
Power-up offense: 3-1-2 Up.
Power-up defense: 4-2-1 Up.
Power-up teammates: 2-3-3 Up.
Power-up blockers: 3-1-2 Left.
Super blitzing: 0-4-5 Up.
Super field goals: 1-2-3 Left.
No interceptions: 3-4-4 Up.
No random fumbles: 4-2-3 Down.
No first downs: 2-1-0 Up.
No punting: 1-5-1 Up.
Allow stepping out of bounds: 2-1-1 Left.
Fast passes: 2-5-0 Left.
Turn off stadium: 5-0-0 Left.
Late hits: 0-1-0 Up.
Show field goal %: 0-0-1 Down.
Show punt hang meter: 0-0-1 Right.
Use team plays: 1-0-0 Up.
Hide receiver name: 1-0-2 Right.
Invisible: 4-3-3 Up.
Big football : 0-5-0 Right.
Big head: 2-0-0 Right.
Huge head: 0-4-0 Up.
No head: 3-2-1 Left.
Headless team: 1-2-3 Right.
Team tiny players: 3-1-0 Right.
Team big heads: 2-0-3 Right.
No play selection (Teams Must Agree): 1-1-5 Left.
Show more field (Teams Must Agree): 0-2-1 Right.
No CPU assistance (Teams Must Agree): 0-1-2 Down.
Power-up speed (Teams Must Agree): 4-0-4 Left.
Hyper blitz (Teams Must Agree): 5-5-5 Up.
Smart CPU opponent: 3-1-4 Down.
Tournament mode (2P Game): 1-1-1 Down.
Always quarterback (Requires two human teammates): 2-2-2 Left.
Always receiver (Requires two human teammates): 2-2-2 Right.
Old day stadium: 5-0-1 Up.
Day stadium: 5-0-1 Down.
City stadium: 5-0-1 Left.
Old night stadium: 5-0-2 Up.

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.
Bronze Class Boxers: BRONZE (This also opens up Kemo Claw in Arcade.)
Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)
Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)
Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)
New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.
Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for $500 instead of $1,000 by pressing Right instead of Left.





Night stadium: 5-0-2 Down.
Future stadium: 5-0-2 Left.
Old snow stadium: 5-0-3 Up.
Snow stadium: 5-0-3 Down.
Roman stadium: 5-0-3 Left.
Grass field: 3-0-0 Up.
Asphalt field: 3-0-1 Up.
Dirt field: 3-0-2 Up.
Astroturf field: 3-0-3 Up.
Snow field: 3-0-4 Up.
Fog on: 0-3-0 Down.
Thick fog on: 0-4-1 Down.
Snowy Weather: 5-2-5 Down.
Rainy Weather: 5-5-5 Right.
Night game: 0-2-2 Right .

NFL Quarterback Club '99

On the main menu, access the "Enter Cheat" option and enter any of these codes.
Fat Players: MRSHMLLW
More Injuries: HSPTL
Skinny Players: TTHPCK
Turbo Running: SPRTRBMD
Opponents Score 0: RLSTN
Start with 12 points: SHTOUT
Alien Stadium: SCLLYMLDR
Huge Pylons: PWRPYLNS
Super-Size Football: BCHBLL
Unlimited Turbo: TRBMN
No Fumbles: STCKYBLL
Play in Slow Motion: FRRSTGMP
8 Downs: DBLDWNS
Cheat Teams: XTRTMS
Electric Football Mode: XTRVLTG
Always Fumble: BTTRFNGRS
He's on Fire!!!: HSNFR
Pinball Mode: PNBLL
Fat Players: MRSHMLLW
Big Coin in Coin Toss: BGMNY
Flubber Ball: FLBBR
Land Mine Mode: PPCRNRTRNS
Super Kickers: PWRKCKR
Rugby Mode: RGBY
Mega Injuries: HSPTL
Skinny Players: TTHPCK
Racquetball Mode: RCQTBLL
Super Slippery Mode: SLPNSLD

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to get the results as shown.
Rugby Mode: RGBY
More Injuries: HSPTL
Big Football: BCHBLL
Flubber Ball: FLBBR
More Fumbles: BTTRFNGRS
Large Coin at Toss: BGMNY
Players on Fire: HSNFR

NHL 99

More Speed: FASTER
No Goalies: PULLED

NHL Breakaway '99

All Cheats: At the main menu screen, quickly press C-Left, C-Right, C-Left, C-Right, R, R. A "Cheat Menu" option will appear below the other menu items. Access this option to change the player types, sizes, checks, and glass break percentage.

Nightmare Creatures

Cheat Menu: Access the "Password" option from the main menu and enter Left, Up, Down-C, Left-C, Right-C, Up-C, Left-C, Down. A cheat menu will appear allowing you to choose your starting level. You will also have unlimited continues and the ability to play as a monster!

Off-Road Challenge

El Cajon Track: On the track selection screen, hold Up on the Control Pad and press the L+R buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z, and press the A button.
Flagstaff Track: On the track selection screen, hold Left on the Control Pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z, and press the A button.
Guadalupe Track: On the track selection screen, hold Down on the Control Pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z, and press the A button.
Monster Trucks: On the truck selection screen, press one of the following C button combinations to get the alternate Monster Truck.
Thunderbolt: Left-C.

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Red Storm Entertainment

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WinBack: Covert Operations

Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L button and press START. You will hear a gunshot if entered correctly.



The Crusher: Right-C.
4x4 Monster: Up-C.
Punisher: Down-C.

Quake II

Unlimited Ammo in Multiplayer: S3T1 NF1N 1T3S HoTS
Low Gravity in Multiplayer: S3TLoWGR V1TY ????
Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F6o? VQCH ?BHF DQQL as password.
Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBB FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission o."

Rampage 2: Universal Tour

Master Code: This code opens up a hidden cheats menu! To do this, you must enter BVGGY on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Revolt

All Cars and Tracks: From the main menu, enter B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

Rush 2: Extreme Racing USA

Tag Mode: Choose the Practice Mode with two players. Then, after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "it" will appear on the second player's half of the screen. The player who is not "It" becomes "It" when his car is hit by the other player, or is destroyed. A time will keep track of how long the current player has been "it."

San Francisco Rush

Back Tire Size: Press and hold Right-C, then Left-C, release and reverse.
Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.
Drive Burning Hulk: Hold Up-C and press Z, Z, Z, Z.
Front Tire Size: Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C. Release.
Turn Car into Mine: Press Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.
Secret Alcatraz Level: Go to the "Start game" menu and choose "Circuit." Now on the select player screen, choose the "Just Play" option. The "Enter Code" option will flash. Choose this option and put in this password as follows: 8DP5KG5L4G59P G92WVCQYoDRDQ. After you enter this circuit-winning code, the "Circuit" menu appears. Choose the option to "Continue Circuit" and let time run out while racing. You'll be rewarded with a celebration screen and the code to get the Formula 1 car. On the car select screen: Hold Left-C, then Z, and release them. Press Left. On the setup screen: Hold Up-C, then Z, and release them. Press Up. On the car select screen: Hold Down-C, then Z, and release them. Press Down, L button, R button. Now go back to the select track screen and you will be able to choose Track 7, which is the Alcatraz Track!

S.C.A.R.S.

On the "Option Settings" screen, move down to the "Password" option and enter one of these codes for the results shown.
Crystal Cup: LGSSSX
Diamond Cup: CRKKYY
Zenith Cup: DZPKKK
Master Mode: PXPRTS
Scorpion Car: SDSSRT
Cobra Car: TRTTLL
Cheetah Car: NRNNRR
Panther Car: YMSTTR
All Cars and Tracks: WLLVDD
Open All Secrets: At the player select screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

South Park

All Characters in Multiplayer: From the main menu screen, choose the "Enter Cheat" option. On the "Secret Decoder" screen, enter OMGTKKYB and press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the "Character Select" option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!
Ultimate Cheat and More: BOBBYBIRD
Level Select: THEEARTHMOVED
Skinny Characters: VEGGIEHEAVEN
Big Headed Characters: MEGGANOGGIN
Credit Cheat: SCREWYOUGUYS
Infinite Ammo: FATTERKNACKER
All Weapons: FATKNACKER
Invincibility: ASSMAN
Pen and Ink Mode: PLANEARIUM

Star Wars: Ep.I Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L shoulder button once more. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode, and Edit Vehicle Stats!
Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R+Z again to de-activate the auto pilot and get back full control of your racer.
All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L+R. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked," in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG " Go into that file and all the pods and tracks are available for use.
Insult the Favorite: Press and hold the Z button before starting a race.

Roadsters

Enter any of these passwords as the driver's name on the driver select screen to active the trick. Make sure you keep the upper and lower case letters intact as well as the spaces to make the code work. If you want to enter another trick, press Z and rename the driver again. All codes will stay active until you enter CheatsOff as the driver's name.
Race Circuits Backwards: Anyway (This allows players to race the circuits backwards without winning the second and first division championships.)
All Cars, Divisions, and Circuits: Gimme ALL (This gives you access to all the cars from any division and circuits.)
Quick Cash: fastBUCKS (This will give you $250,000 instead of $40,000 after you begin the Roadsters Trophy.)
Quick Cash 2: EasyMoney (This will give you $1,000,000 instead of $40,000 after you begin the Roadsters Trophy.)
Division Wins: _Trophies (This gives you second and third division championship wins after you begin the Roadsters Trophy. Now you can race in any division! *Note: There is a space before the T.*)
Squeeky Voices: Smurfing
Huge Wheels: BigWheels
Star Wars Vehicles: Skywalker (The cars will look like "Star Wars" styled hover vehicles.)
RC Cars: Car Radio (The cars will become small, like radio controlled cars. There are no drivers and the action will be seen from the angles of the replay camera.)
Bird's Eye View: Chopper (This will give you a top-down view of the action as if filmed from a helicopter.)
Resolution: Extra rez (This will give you the option of changing the resolution in the "Options" menu. *Note: This only works if a RAM Expansion Pak has been installed.*)
Cheats Off: CheatsOff (This turns off all of the active cheat codes.)





Star Wars: Rogue Squadron

Naboo Fighter: Enter HALIFAX? and ignore the incorrect entry sound. Next, enter !YNGWIE! as a second passcode and a Naboo Starfighter from Star Wars Episode 1: The Phantom Menace will be between the X-Wing and V-Wing at the ship selection screen. The new fighter will be available in any mission that does not require a Snowspeeder or T-16 Skyhopper. To disable the code, enter HALIFAX? as a first passcode and anything else as a second passcode.

Superman

Mission Select: First begin a one-player game and play until you get the option to save the game on the Controller Pack. Save the game, then reset. Select "Load Game" from the main menu, then choose the game that was saved. A prompt to insert a Rumble Pak will appear. Hold L+B for approximately one second, then press A. A mission selection screen will appear that allows any mission to be played under the current difficulty setting. *Note: The difficulty setting may be changed by entering the option screen from the main menu.*

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.
Change Outfits: You can change your char-



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acter's outfits by tapping the four C buttons at the character select screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!
Three Outs: Hold L+R+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.
Big Head Mode: UBERNOODLE
Stick Mode: HOLASTICKBOY
Big Hands and Feet Mode: STOMPEM
Tiny Mode: PIPSQUEAK
Pen and Ink Mode: IGOTABFA
Gouraud Mode: WHATSATEXTUREMAP
Juan's Cheat: HEEERESJUAN
Zach's Cheat: AAHGOO
Blackout Cheat: LIGHTSOUT
Frooty Stripe Characters: FROOTSTRIPE
Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWAREOBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the "Cheats" section from the main menu.
Co-op Single Player Levels: *Note: Must have "Unlock All Cheats" opened for the desired level.*
Begin a Game in Multi: Go to the "Cheats" menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

Vigilante 8

From the title screen, access the options menu. In the options, go to the "Passcode" option and enter any of the following codes for the results as shown.
Reduced Gravity: A MOON_GETAWAY
No Enemies Present: POPULATION_OUT
No Damage: LIVING_FOREVER
All Ending Movies to Play in Sequence: LONG SLIDESHOW
Choose the Same Car or Enemy Car in 2P Quest: MIX_MATCH_CARS
Unlock All Cars Except Flying Saucer: GANGS_UNLOCKED
Unlock the Flying Saucer: GIMME_DA_ALIEN
Unlock Hidden Levels: LEVEL_SHORTCUT
Enhanced Missile: MISSILE_ATTACK
Hardest Difficulty: I_AM_TOUGH_GUY
Slow Motion Mode: GO_REALLY_SLOW
Ultra High-Res Display Mode: MAX_RESOLUTION
No Weapon Delay While Firing: FIRE_NO_LIMITS
Unlock Everything: JTBT7CFD1LRMGW

V-Rally Edition '99

Cheat Options: When you are at the screen that says "Press Start," enter L+R, C-Left, C-Right, L+R, START. Now on the main menu screen, hold Z and press L. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time, and more!

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot, and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).
Tournament Mode: 1-1-1 Down
Show Shot Percentage: 0-0-1 Down
Show Hotspot: 1-0-0 Down
No Hotspots (2p must agree): 2-0-1 Up
Big Head Mode: 2-0-0 Right
Team Uniform (2p must agree): 4-0-0 Right
Alternate Uniform: 4-3-0 Right
Midway Uniform: 4-0-1 Right
Home Uniform: 4-1-0 Right
Away Uniform: 4-2-0 Right





WCW Nitro

All of these codes are to be entered at the title screen.
Balloon Heads: Left-C, Left-C, Left-C, Left-C Left-C, Left-C, Left-C, L, Z. Damage to wrestlers makes their heads swell.
Big Heads, Hands, and Feet: R, R, R, R, R, R Right-C, Z.
All Wrestlers: Right-C, Right-C, Right-C, Right-C, Left-C, Left-C, Left-C, Left-C, Left-C, R, R, R, R, L, L, L, L, Z.
Extra Rings: Left-C, L, Right-C, R, Left-C, L, Right-C, R, Z.
Big Heads: Right-C, Right-C, Right-C, Right-C, Right-C, Right-C, Right-C, R, Z.
Dance Move: First you must unlock the extra rings to do this trick. Choose the "Disco Ring" from the options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.

WCW/nWo Revenge

Nitro Arena Trick: When fighting in the entrance way, throw your opponent into the black door at the very end. He will disappear for several seconds and then will come running out like he just hit the ropes.
Playable Managers: Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the third and fourth Controllers and you will take control of the managers.
Play as THQ Man: Highlight AKI man and press C-Down. THQ is similar to Black Ninja from WCW vs. nWo.
Steal Opponent's Taunt: Rotate the Analog Stick counter-clockwise. For example, if do this when you're playing Goldberg against Disco Inferno, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

WinBack: Covert Operations

Trial Mode: At the "Press Start" screen, enter Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C-Down, and press START. Now Trial Mode will be available. You can play any level in the game in this mode.
Open All Multiplayer Characters: At the "Press Start" screen, enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up, and press START. This will give you access to all the characters, including the bosses!

WipeOut 64

All Ships: At the main menu hold Z+L+R. Quickly press Down-C, Down-C, Down-C, Down-C, Right-C, Up-C, Left-C. After you enter the code, you'll see a green flash on the screen.
Infinite Energy: Hold Z+L+R while playing and then press Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C.
Infinite Weapons: Hold Z+L+R while playing and press Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

World Driver Championship

Access all G2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the GT2 Circuit menu. It says, "Teams/Even Select," "Save Game," and "Main Menu" on the left. Using the SECOND Controller, press Z, Right, Z, Z, Z, B,C-Down, A, Right, START. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. *Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.*

WWF Attitude

In Win European Belt Mero and Sable: This unlocks the sexiest woman in wrestling and a dopey complementary wrestler.
Squeaky Voices: This option makes the announcers' voices even more annoying than they already are.
Trainer Cheat: This will unlock the Trainer who is equipped with some big-time moves and a lot of heftiness.
Win First Round of "King of the Ring" Kurrgan and Taka: Brings about two tough and entertaining wrestlers. Taka's the pick of this litter, though.
Win Survivor Series Sgt. Slaughter and Shawn Michaels: Let the charisma shine when you unlock these two stallions.
Win Intercontinental Belt Jaqueline and Chyna: Bring these two lovely ladies to your stable. They're a perfect complement to Sable.
Extra Attributes: You'll have three more points for your created wrestlers, which makes 39 points in all!
Big Head Cheat: You'll have access to big noggins for all the wrestlers with this on.

Mortal Kombat!!

Mortal Kombat Trilogy

Access Extra Option Screen: At the "Intro Story" screens, press Up, Right, Left, Down on the C buttons and then B, A. You should hear Shao Kahn's voice if done correctly. Then go into the options for the hidden "Extra Option" menu.
Select Kombat Zone: At the player select screen, highlight Sonya and press Up+START. The screen will shake and you will notice the "Zone Select" at the top.
Play as Shao Kahn: After entering the above code, select your fighter and choose "Pit 3" as your Zone. Before the match begins hold Down+A+B. Your fighter should morph when the fight begins.
Play as Motaro: After entering the "Zone Select" code, select your fighter and choose "Jade's Desert" as your Zone. Before the match begins, hold Left (on D-Pad)+Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke.
Play as Human Smoke: Select Robo-Smoke as your fighter then hold Left (on D-Pad)+Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke.
Super Endurance Path: Press Down+START while highlighting Kano at the player select screen. The screen will shake. Then select the hardest path for Super Encurance.
Free Play: To access the Free Play Mode, go to the "Story" screen and quickly enter Up, Up, Right, Right, Left, Left, Down, Down. You'll hear a sound. If you lose, your credits will now be on Free Play!

Mortal Kombat 4

Cheats Menu: From the main menu, access the options. In the options screen, highlight the "Continues 3" option. Then hold the Block+Run buttons at the same time for about 10 seconds, or until a secret menu appears. Once you see the secret "Cheats" menu, you will be able to turn on and off endings, fatalities and level fatalities!
Play as Goro: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up three times and Left once (highlighting Shinnok). Next, press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro!
Play as Noob Saibot: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

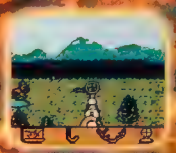
Mortal Kombat Mythologies

Go into the "Password" option and enter any one of the codes as shown. If you do the urns and lives codes correctly, you will hear the sound of fire after you exit. With the other codes, the effects are evident when you exit the screen.
10 Vitality Urns: NXCVSZ
1,000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY
Exploding Boss: RCKMND

It's Open Season - Year 'Round!

GAME BOY COLOR











Sound your deer call, get out the binoculars, and slowly draw your rifle as deer silently approach from the woods in one of four scenic locations. Strategically using tools of the trade, learning to master three weapons, and tracking deer like a real hunter makes Deer Hunter unique among target action games.

- Learn to master three weapons: rifle, shotgun and bow.
- Test your skills in one of four scenic locations: the Arkansas Autumn Woodlands, Colorado Alpine Forests, Indiana Winter and the Target Range
- Stalk deer from the brush or hunt from a tree stand.
- Great natural sound effects make you feel like you're really there !
- A variety of tools like Deer Call, Rattle, Binoculars, Cover Scent, and Attract Scent provide added gaming strategy and make you feel like a real hunter!





WIZARD Works

SUNSTORM INTERACTIVE

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PlayStation

GameShark Codes

Arcade Party Pack

P1 Infinite Lives Smash TV 801A8C640009
P1 Have Spreader Smash TV 8019771C0001
P1 Have Grenade Gun Smash TV 8019771C0002
P1 Have Bomb Gun Smash TV 8019771C0003
P1 Have Rocket Launcher Smash TV 8019771C0004
P2 Infinite Lives Smash TV 801A8C9C0009
P1 Have Spreader Smash TV 80197CBC0001
P1 Have Grenade Gun Smash TV 80197CBC0002
P1 Have Bomb Gun Smash TV 80197CBC0003
P1 Have Rocket Launcher Smash TV 80197CBC0004
Infinite Health - All Players Rampage 800A4E862400
Max Score 720 D01E3DE00000 801E3DE0FFFF
Infinite Cash 720 801E3E080064
Infinite Timer 720 801E40FC007F
P1 Max Score Klax 80189E60FFFF
P1 Quick Win (When Counting Klax) 80189FD80000
P1 Infinite Drop Meter Klax 80189E940000
P2 Max Score Klax 80189E64FFFF
P2 Quick Win (When Counting Klax) 80189FDC0000
P2 Infinite Drop Meter Klax 80189E960000
P1 Max Score Toobin' D00F9B200000
P1 Max Score Toobin' 800F9B20FFFF
P1 Infinite Cans Toobin' 300F944A0006
P2 Infinite Cans Toobin' 300F944B0006
P1 Infinite Patches Toobin' 300F97320003
P2 Infinite Patches Toobin' 300F97330003

Final Fantasy VIII

Infinite Amount All Items5000C6020001 80077EBCFF01
Infinite HP Alexander 80078DA4270F 80078DA6270F 300776810001
Infinite HP Squall 8007780A270F 80077808270F
Level 99 Alexander 80078DAC0063
Level 99 Bahamut 80078DC40063
Level 99 Brothers 80078D700063
Level 99 Cactuar 80078DD00063
Level 99 Carbuncle 80078D7C0063
Level 99 Cerberus 80078DA00063
Level 99 Diablos 80078D7C0063
Level 99 Doomtrain 80078DB80063
Level 99 Eden 80078DE80063
Level 99 Ifrit 80078D580063
Level 99 Leviathan 80078D880063
Level 99 Pandemona 80078D940063
Level 99 Quezacotl 80078D400063
Level 99 Shiva 80078D4C0063
Level 99 Siren 80078D640063
Level 99 Tonberry 80078DDC0063

GTA 2

Infinite Lives 801200080063
Infinite Health 80145A9A0064
Max Cash 8011FD0C967F 8011FD0E0098

Continued on Page 38

3Xtreme

At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results.

Unlock All Exhibition Tracks: VOUYEUR
Unlock All Freestyle Tracks: TRIXXY
Unlock All Alien Characters: ASTROMEN
Unlock Lug Nut: LUGNUT (Lug Nut is a Frankenstein skateboarder with 95% in all attributes.)
Unlock Bink the Alien Skateboarder: BINK
Unlock Red the Car: REDCAR
Unlock Dominique: DOMINIQUE (Dominique is a monster with 95% in all attributes.)
Unlock Nyub the Alien Rollerblader: NYUB
Unlock White the Car: WHITECAR
Unlock TP: TP (TP is a mummy with 95% in all attributes, with a bike called Pharaoh.)
Unlock Geep the Alien Biker: GEEP
Unlock Blue the Car: BLUECAR

Akuji: The Heartless

Debug Mode: Press START to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug menu to appear. You can choose many options, including your starting level!
Invincibility: Press START to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. At the next screen, choose from several performance cars with incredible records!
Extra Car Options: Just begin a race and press START to pause. Select the option, "Race Statistics," and then press and hold L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

Army Men 3D

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Square, Circle, L1, L1+L2 (simultaneously).
All Weapons: Square, Circle, R1, L1, R1+R2 (simultaneously.)

Bass Landing

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Lunker Lake.
Pressure: None.
Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).
Weather Yesterday: Cloudy/Sunny.
Weather Today: Cloudy/Sunny.
Wind Direction: East.
Wind Speed: 0.0 to 1.0.
Water Temp: 60° - 70°.
Water Quality: Clear.
Start Time: 6:00 - 8:00 or 15:30 - 17:30.
Time Elapsed: None.
Best Lures: Spinnerbait and Popper.
Hint: Fish like to hide in and around vegetation

Big Air

All Courses: On the main menu screen, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square. Select any Freeride Mode to get the new courses.
Race Against Mike Beallo: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Shawn Palmer: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Square, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Ian Spiro: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Circle, Circle, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Nicola Thost: From the main menu, quickly press Square, Square, Square, Square, Square, Square, Square, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Ross Powers: From the main menu, quickly press Square, Square, Square, Square, Square, Circle, Square, Square. Next, finish first at the first track in World Tour Mode to race against him in the next race.
Race Against Fabien Rohrer: From the Main Menu, quickly press Square, Square, Square, Square, Square, Circle, Square, Circle. Next, finish first at the first track in World Tour Mode to race against him in the next race.
TD5 board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle, Square. Then choose the pitbull at the board selection screen.
Accolade Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle, Square. Then choose the pitbull at the board selection screen.
Steve's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Circle, Circle. Then choose the pitbull at the board selection screen.
Daniel's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Circle. Then choose the pitbull at the board selection screen.
Jimmy's Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Circle, Circle. Then choose the pitbull at the board selection screen.
John's Board: From the main menu, quickly press Right, Left, Right, Left, Circle, Square, Square, Square. Then choose the pitbull at the board selection screen.
Big Air Board: From the main menu, quickly press Right, Left, Right, Left, Square, Square, Square, Circle. Then choose the pitbull at the board selection screen.
Fire Board: From the main menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Square. Then choose the pitbull at the board selection screen.
Angel Board: From the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Circle. Then choose the pitbull at the board selection screen.

Bust-A-Move 4

Enter these codes quickly at the title screen while "Press Start Button" flashes.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!
All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.
Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.
Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen. Now press START and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Centipede

Extra Lives: Begin an Adventure game. Now press START to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say, "Wally, help me!" Press START to

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THE DUKES OF HAZZARD™

RACING FOR HOME



I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices of James Best, Waylon Jennings, Ben Jones, Sonny Shroyer, Tom Wopat. Also featuring original music by the Tractors.

A Mission-Based Arcade Racing Game

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PlayStation

EVERYONE E CONTENT RATED BY ESRB

unpause the game, then press START one more time to pause. Press Right on the Control Pad and you will add and extra life. Keep pressing Right multiple times to add an insane number of lives!

Invincibility: Put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability text will appear in the upper left corner of the screen if done correctly.

Level Select: Choose "Adventure" from the main menu screen. When you are on the screen that shows your level, press R1, R1, R2, R1. You will hear a confirming sound. By pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _CasH. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

Lose Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Increase Money: X, X, Square, Circle, Circle, Circle. This increases your money by $1,000 each time you enter the code.

Equip Parabomb: X, X, X, Circle, Triangle, Square.

Equip Nuke: Circle, X, Circle, Circle, X, Square.

Equip Chrono: Square, Circle, Triangle, X, Circle, Circle.

Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green: Square, X, Square, X, Square, X. This makes you harvest people instead of ore. Plug your ears from the screams!

Cool Boarders 3

Enter the cheats below as names in Tournament Mode to get the various results.

Access Every Course: WONITALL

Access Every Boarder and Board: OPEN_EM

Get Huge Heads: BIGHEADS

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Fisherman's Bait

Total Count List: On the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, Circle. Then press the START button. Next, on the options screen, press SELECT. If you have done the code correctly, you will see a "Total Count" screen. This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS

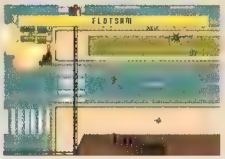
10,000,000 Points: BIGSCORE

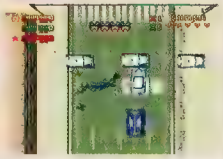
Multiplier x5: HIGHFIVE

All Weapons: NAVARONE

Unlimited Energy: LIVELONG

Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)





Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu. Within this menu is the option to choose your starting level and more!

Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Grand Theft Auto: Director's Cut

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates, and 99 lives!

Grand Theft Auto 2

Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Heart of Darkness

All Levels and Cinemas: With the game off, make sure you have a Controller in Port Two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there go to Load Game and you'll have access to all levels and cinemas!

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.

Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.

Towjam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.

Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.

Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.

Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.

Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right

Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.

Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.

Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making Of Lunar!" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options, and more!

GameShark Codes

Continued from Page 36

No Cops	80145A8E0000
Lots of Cops	80145A8E2EE0
No Kills	8012A8700000
Max Number of Kills	8012A870FFFF
All Weapons (Normal Max Ammo)	D0164D6C0000 50000B280000 80164D6C03E7
All Weapons (Kill Frenzy Ammo)	D0164d6C0000 50000B280000 80164D6CFFFF

Medal of Honor

Enable All Cheats	800386A0FFFF
Infinite Ammo	D00461AAA462 800461AA2400 D007DC26A462 8007DC262400

NBA Live 2000

Home Team 255 pts.	800AE11800FF
Away Team 255 pts.	800AE76800FF
Unlock All Legends	500400020000 8008267CFFFF

NBA Showtime: NBA On NBC

3-Pointers Worth 10	D00CCBE80018 800CCBEC000A
Team 1 Score 255	800B516000FF
Team 2 Score 255	800B517C00FF
Infinite Creation Points	300B4E16000A
Choose All Privileges	300B4E170002
Max Height	8015ABAC0014
Max Weight	8015ABB00014
Max Power	8015ABB40014
Max Speed	8015ABB80014
Max 2 Pointers	8015ABBC0014
Max 3 Pointers	8015ABC00014
Max Steal	8015ABC40014
Max Block	8015ABC60014
Max Dunks	8015ABCC0014
Max Dribble	8015ABD00014
Max Stats	500A00040000 8015ABAC0014
Infinite Turbo All Players	8003F6CA2400
Big Head Mode	8009D03C000F

Quake II

Infinite Health P1	800CBDA00064
Infinite Armor P1	800C7F1E0064
Infinite Shotgun & Super Shotgun Ammo P1	800C7F3C0064
Infinite Machine Gun & Chaingun Ammo P1	800C7F3E0064
Infinite Grenades+Grenade Launcher Ammo P1	800C7F400064
Infinite Rocket Launcher Ammo P1	800C7F420064
Infinite Hyper Blaster+BFG Ammo P1	800C7F440064
Infinite RailGun Ammo P1	800C7F460064
Super Jump (Press Square) P1	D00C7DD08000 800C8D86FEC7

Resident Evil 3 Nemesis

Infinite Ammo All Weapons

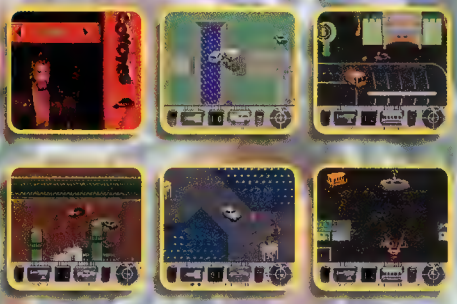
800D215E0003	800D21620003
800D21660003	800D216A0003
800D216E0003	800D21720003
800D21760003	800D217A0003
800D217E0003	800D21820003
800D21860003	800D218A0003
800D218E0003	800D21920003
800D21960003	800D219A0003

VATICAL ENTERTAINMENT PRESENTS

VIGILANTE 8

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- The ONLY AUTO-COMBAT GAME on Game Boy Color
- Includes REAL VOICE PLAYBACK, RUMBLE, and MULTIPLAYER features
- ADVANCED PHYSICS and collisions never before seen on Game Boy Color
- *NEW* HUD (Heads Up Display) for the Game Boy Color version
- Includes TWELVE unique characters and weapons to choose from
- CUSTOMIZABLE CONTROLS and game play modes

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Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.

20 Yard First downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS
1972 Steelers Team: DONTGOFOR2
1972 Raiders Team: GETMEADOCTOR
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1981 Chargers Team: BUILDMONKEYS
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Browns Team: KAMEHAMEHA
1986 Broncos team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1988 Bengals Team: PTMOMINFOGET
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Muller in Multiplayer Mode.

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Medal of Honor

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG





MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Mortal Kombat 4

Hidden Cheat Menu: From the Main Menu, choose "Arcade" and "1-on-1 Kombat." Begin a game with two players. Have both player one and two choose any character. At the "Versus" screen, enter this Kombat Kode: 302-213. After you begin your match, press START to pause and choose "Quit." Back at the main menu, go into the options screen. Now highlight the "Vs. Screen Enabled" option and hold Block+Run simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities, and endings in the game! To do an automatic fatality just get to the point where it says, "Finish Him/Her," and then press Down+High Punch at the same time.

NASCAR 99

Play as Announcer's Car: From the main menu screen, choose the "Single Race" option. On the "Race Setup" screen, choose the "Select Track" option. Now select the Richmond track. Move up and highlight "Select Car" and enter this code within four seconds: R2, R2, L1, L1, L2, L2, R1, R1, R2, L1. You will hear a sound and the Benny Parsons car will appear!

Nectaris: Military Madness

Story Passwords: Here are the New Story Codes for the game. Enter the following at the password screen.

1 RANDAL	2. HUNDRA
3. CINBER	4. MARLIN
5. BAYARD	6. WEBLEY
7. PARKER	8. MERKEL
9. ITHACA	10. BAIKAL
11. SAVAGE	12. VALMET
13. MAUSER	14. KIMBER
15. BISLEY	16. MEANEC
17. LADNAR	18. ARDNUH
19 REBNIC	20. NILRAM
21 DRAYAB	22. YELBEW
23. REKRAP	24. LEKREM
25. ACAHTI	26. LAKIAB
27. EGAVAS	28. TEMLAV
29. RESUAM	30. REBMIK
31. YELSIB	32. CENAFM

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS PD. This will allow any unlocked cop car to race on any track.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly:

ALEC:	1197
ALIEN:	1111
AOB:	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
(Brain)	
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIEL	0604
(Dan Thompson)	
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN	1111
(Dan Forden)	
FRANZ	1010
GENTIL	1111
(Jim Gentile)	
GRINCH	0222
GUIDO	2222
GUMBY	8698
JAPPLE	6660
(Jeff Johnson)	
JASON	3141
(Jason Skiles)	
JEFF	1111
JENIFR	3333
(Jennifer Hedrick)	
JOVE	6644
LEX	7777
LT	7777
LUIS	3333
(Luis Mangubat)	
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN	3691

Monster Breeding

Jade Cocoon: Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!

Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick.

Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Monster Seed

Access All Monsters: To get all monsters, go to the menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a confirming sound to let you know it worked. Now you can select different monsters, rulers, rogues, and huntsmen.

See the Ending: To see the ending without beating the game, go to the title/main menu screen and enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm it worked. A new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.



BOOMBOTS

WHEN CAT ALIENS LAND ON EARTH. THE FUR IS GONNA FLY.



Cat aliens have taken over the Earth. Boombots are here to stop them. Command 15 Boombots through 15 far-out arenas of real time 3-D fighting action!

PlayStation

TEEN T

SOUTHPEAK INTERACTIVE

GameShark Codes

Debug Modes

Note: All of the following debug modes are extremely unstable and prone to fail. They can lock up your PlayStation, and generally not work as advertised. Still, with a lot of patience, trial and error, and a little luck, you can unlock things you were never meant to see! (Special thanks to Andrew Vestal of the GIA (www.thegia.com) for providing us with these awesome codes!)

Final Fantasy VII

Input the following code (discovered by "RPGod" and "CzarDragon") and start a new game: 8009A05C 0041

Once you've entered the Debug Room, deactivate the GameShark. Enter any of the ten "rooms" by stepping on one of the Japanese kanji on the floor. From here, you can access virtually any point in the game, adjust and change party members, gain a complete set of Materia, watch a large number of CG movies, battle against inactive "pyramid" monsters, or even view the current number of "love points" needed to score with Tifa, Aeris, Yuffie, or Barret during Cloud's racy date at the Gold Saucer.

Final Fantasy VIII

Enter the following code and load a saved game:
D00705E8 010F
800704A8 0001
D00705E8 010F
800704AA 0049

Make your way to a non-world map environment (one that's a pre-rendered background) and while holding down SELECT, press L1+R1+L2+R2. Turn off the GameShark. Now, talk to the various inhabitants of the Debug Room to warp to other areas of the game, change and reset game logic flags, watch game movies, listen to music, and more. To return to the main debug room, hold down SELECT and press the shoulder buttons again—this can be helpful when your party becomes "stuck" in one of the other rooms.

Xenogears

Input the following code (discovered by "Ramsus85") and boot up the game:
8004F34C 0000

Once the Debug Mode starts, turn off the GameShark. Various characters in the Debug Room let you modify one's party members, access virtually any point in the game, view any character graphic, choose different gears, hear all sound effects, and even play with pitch bends and modify tempos while listening to the game's music. Unfortunately, there's no hidden text speed "Debug" option.



(Raiden from Mortal Kombat)
RALPH 1111
RANDU 6666
ROOT 6000
(John Root)
SAD 1111
SHINOK 8337
(Shinnok from Mortal Kombat)
SHRUNK 6666
SKULL 1111
(Skull)
SMILE 1111
(Smiley Face)
THUG 1111
TREX 1111
TURMEL 0322
(Mark Turmell)
WHODAT 1844

Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The numbers in the list shown below indicate the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo 5-1-4 Up
Fast turbo running 0-3-2 Left
Power-up offense 3-1-2 Up
Power-up defense 4-2-1 Up
Power-up teammates 2-3-3 Up
Power-up blockers 3-1-2 Left
Super blitzing 0-4-5 Up
Super field goals 1-2-3 Left
No interceptions 3-4-4 Up
No random fumbles 4-2-3 Down
No first downs 2-1-0 Up
No punting 1-5-1 Up
Green Bay Packers playbook 1-2-2 Left
Colts playbook 1-2-3 Up
Allow stepping out of bounds 2-1-1 Left
Fast passes 2-5-0 Left
Late hits 0-1-0 Up
Show field goal % 0-0-1 Down
Hide receiver name 1-0-2 Right
Invisible 4-3-3 Up
Big football 0-5-0 Right
Big head 2-0-0 Right
Huge head 0-4-0 Up
No head 3-2-1 Left
Headless team 1-2-3 Right
Team big heads 2-0-3 Right
No play selection 2-1-1 Left
(Teams Must Agree)
Show more field 0-2-1 Right
(Teams Must Agree)
No CPU assistance 0-1-2 Down
(Teams Must Agree)
Power-up speed 4-0-4 Left
(Teams Must Agree)
Hyper blitz 5-5-5 Up
(Teams Must Agree)
Smart CPU opponent 3-1-4 Down
Tournament mode (2P Game) 1-1-1 Down
Always quarterback 2-2-2 Left
(Requires two human teammates)
Muddy field 5-2-5 Down
Wet field 5-5-5 Right

NFL GameDay 2000

Enter the options screen, choose the "Easter Eggs" selection, and enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
All Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

NHL 99

All Players Are Big: BIGBIG
Big Heads: BRAINY
View Arenas: *Enter these passwords to do a "fly-by" of the following stadiums.*
ANA: Arrowhead Pond (Anaheim).
BOS: FleetCenter (Boston).
BUF: Marine Midland Arena (Buffalo).
CGY: Canadian Air.ines Saddledome (Calgary).
CAR: Greensboro Coliseum (Carolina).
CHI: United Center (Chicago).
COL: McNichols Sports Arena (Colorado).
DAL: Reunion Arena (Dallas).
DET: Joe Louis Arena (Detroit).
EDM: Edmonton Coliseum (Edmonton).
FLO: Miami Arena (Florida).
LOS: Great Western Forum (Los Angeles).
MON: Molson Center (Montreal).
NAS or NSH: Nashville Arena (Nashville).
NYI: Nassau Veterans Memorial Coliseum (New York Islanders).
NYR: Madison Square Garden. (New York Rangers).
OTT: Corel Center (Ottawa).
PHI: CoreState Center (Philadelphia).
PHO: America West Arena (Phoenix).
PIT: Civic Arena (Pittsburgh).
STL: Kiel Center (St. Louis).
TOR: Maple Leaf Gardens (Toronto).
VAN: GM Place (Vancouver).
WAS: MCI Center (Washington).

Ninja: Shadow of Darkness

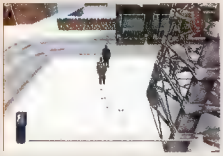
Invincibility: Pause the game at any time and press L2, R2, L2, L2, L2, R2, R2, then Circle, Triangle, Square, Circle, Triangle, and Square. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll be a skeleton with infinite lives, energy, smoke bombs, magic potions, and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!
Level Select: Remove your memory card then turn on the PlayStation. When the screen says, "Checking Memory Card," quickly press L2, L2, L2, R2, R2, R2. The words "Dels Level Cheat On" will briefly appear. Start a new game and you'll access the "Level Select" menu.

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

Turbo Ethan: GOOUTTAMYWAY
Stiff as a Board: SCAREDSTIFFF
Longer Jumps: BIONICJUMPER
Slow Motion Mode: IMTIREDTODAY
See FMVs: SEECOOLMOVIE
Developer's Message: TTOPFSECRETT





Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.
View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.
Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.
Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Rollcage

With some of these passwords, the game may tell you that a password is invalid, but the codes will work anyway.
All Leagues, Mirror Tracks and Other Options: MAXCHEAT
All Easy Tracks: EEFNIEBA (Make sure you've chosen easy difficulty.)
All Hard Tracks: EEFPHMBC (Make sure you've chosen hard difficulty.)
All Expert Tracks: HEMPCMDD (Make sure you've chosen expert difficulty.)
All Expert Tracks Plus Extra Car, All Deathmatch Modes, and Mirror Tracks: HHMPNEED
Air Horn: AIRHORNS (Press SELECT to use the horn during a race.)
Testers' Best Lap Times: BESTLAPS

KICK SOME VIRTUAL BUTT



Compose a strategy in the training mode



Compete with actual K-1 fighters



Kick some tail in four different modes

K-1 GRAND PRIX

K-1 Combines Karate, Kenpo, Kickboxing and Kung-Fu in a Single Class Competition.

The new millennium brings a new breed of K-1 tournaments. K-1 Grand Prix offers more realism, more options and more challenge than any other game of its kind.

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PlayStation®

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown.

Enable Cheats: Press L1+R1+R2+SELECT at same time when you first start the level.
Invulnerable: Press L1+R1 at same time, then press Up, Down, Left, Right.
Infinite Weapons: Press and hold L1+R1, then press Up, Down, Up, R2.
Unlimited Jump: Press Circle, Square, R2, X, Triangle, R2.
Play as Big Daddy: Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen. Triangle+L2+L1+R1+Left. Hold these buttons until you see text confirming that it worked.
Blow Up the Earth: Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to moon, then detonate the bomb. Debris from the earth will pummel the moon. Eventually, you'll be in weightlessness. It ruins the game, but it's fun!

Rushdown

Unlock All Tracks: On the main menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.
Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.
Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.

All Cheats Unlocked: ZBOBBYBIRD (Now go back to the main menu and go into the cheats menu to find a level select and more!)
Unlock Characters in Head to Head Mode:
MSLAPUPMEAL: Unlocks Starvin Marvin.
SRAFT: Unlocks Terrance.
PPHAERT: Unlocks Phillip.
VDOROTHYSFRIEND: Unlocks Mr Garrison.
ACHEATINGSBAD: Unlocks Mr. Mackey.
YLOVEMACHINE: Unlocks Chef.
BCHECKATACO: Unlocks Wendy.
EFISHNCHIPS: Unlocks Pip.
HKICKME: Unlocks Ike.
KALLWOMAN: Unlocks Ms. Cartman.
NGOODSCIENCE: Unlocks Mephisto.
QSTARINGFROG: Unlocks Jimbo
JHAWKING: Unlocks Ned.
GOUTRANGE: Unlocks Big Gay Al.
DELVISLIVES: Unlocks Officer Barbrady.
TMAJESTIC: Unlocks the Alien.

Sports Car GT

Enter these codes at the "Press Start" screen

Extra Money: Up, Left, Left, Right, Down, Right, L1, Square.
All Cars: Up, Right, Left, Right, Down, Up, L1, R2.
All Tracks: Down, Down, Left, Right, Up, Left, Circle, R2.

Spyro the Dragon

99 Lives: In the middle of the game, press the SELECT button and then press Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle, START. Your life counter will increase to 99!

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility, and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Sk8er

All Boards: On the main menu screen, press Right, Right, R1, R2, Left, Left, L1, L2. When you put in the code correctly, you'll hear someone say, "Yeah!"

Syphon Filter

Level Select: Pause the game, go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+SELECT+Square+X.
All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). *Note: Only the weapons normally available during the current level will become selectable.*
Hard Mode: While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say, "Damn it!" when entered correctly. When you start the first level, under the area name the screen will say, "Hard Difficulty."
Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say, "Got it!" after you enter the code. When you press START again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press START to go back to the theater.

Tenchu: Stealth Assassins

Debug Menu: While playing the game, press the START button to pause. While the game is paused, hold L1+R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2 and then press L1, R1, L2 and R2. Now press START and immediately press L2+R2 both at the same time. If you do this correctly, a blue screen will appear and options such as stage select, charged items, layout enemy, etc., will become available.

Test Drive 6

From the main menu screen, move down to Race Menu. Highlight it and press X. Now, at the "Enter Your Name" screen, put in any of these codes for the results shown.

Get $5,000,000 Cash: AKJGQ
All Tracks Available in Single Race: ERERTH

Tomb Raider III

In the middle of the game without pausing, enter any of these cheats as shown.

All Weapons: L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. You will near a scream.
Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2, L2, L2. Lara will grunt.
Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says, "No."
All Secrets (Access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh.
Gives You Race Key at Lara's House: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2. Lara says, "No."

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Left, Up, X, Down, Up, X.
Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.
Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.
Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.
Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels

Space Invaders

Level Select and Classic Mode: This rather simple code will give you the ability to choose your starting level. At the main menu screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level; after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the main menu and highlight the "1 Player Mode" and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!





Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1," and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.

Remove Delay Between Weapon Firing: RAPID_FIRE
Increased Difficulty to Super Hard: UNDER_FIRE
Extra Explosion on Interceptor Missiles: LAST_FIRE
Slower Action: GO_SLOW_MO
Heavy Vehicle: GO_RAMMING





Trick'n Snowboarder

Play as Resident Evil 2 Characters: *Note: The RE2 characters are available for play only in Free Mode.* At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, pres L2 or R2 to use the Resident Evil 2 characters: Leon, Claire, and the dreaded zombie cop.

Triple Play 2000

Automatic Home Run: When at bat, hold

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Twisted Metal 4



From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.
Unlimited Specials: Triangle, L1, Down, Triangle, Up.
Only Pick Up Napalms: Right, Left, R1, Right, Circle.
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm correct entry.
Automatic Strikeout: When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.
EA Dream Team: Start an Exhibition game. At the team select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm correct entry.
Control camera: During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left. You'll hear a sound to confirm correct entry. Use the following to control the camera.
Move: D-Pad.
Move faster: L1+D-Pad.
Turn: R1+D-Pad.
Zoom out: L2.
Zoom in: R2.
Raise view: Triangle.
Lower view: Square.
Announcer commentary: During play, hold L1+L2+R1+R2 and enter one of the following codes for its corresponding result.
Extensive Chatter: Up, Triangle, Right, Circle.
Batter Info: Left, Square, Up, Triangle.
Trivia: Down, X, Right, Circle.
Weather: X, Down, Triangle, Up.

Twisted Metal III

Enter the following codes as passwords.
Infinite Specials: L1, L1, R1, R1, R1. When you are back at the main menu begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.
Play as Minion: Right, Right, Right, Left, Left. You will return to the main menu. Now you have Minion at the vehicle selection screen.
Play as Sweet Tooth: Left, Left, Left, Right, Right. You will return to the main menu. You can now select Sweet Tooth at the vehicle selection screen.
Club Kid's House Level: Left, Left, Left, Square, Square. You will return to the main menu. Select "Deathmatch," then choose any level and vehicle to begin at Club Kid's House bonus level.
Warehouse Level: Square, Square, Square, Left, Left. You will return to the main menu. Select "Deathmatch" and choose any level and vehicle to begin at the Warehouse bonus level.
Demo Level: Up, Up, Up, Left, Left. You will return to the main menu. Select "Deathmatch" and choose any level and vehicle to begin at the Demo level shown in the background at the main menu.
Enable Memory Card: START, START, START, START, START. You will return to the main menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.
Smart Seekers: Triangle, Left, Down, Right, Up. Helps improve homing missiles.
Seeking Rain Missiles: Up, Down, Up, Down, Up.
Super Napalm: R1, R1, L1, L1, L1.
God Mode: L1, Square, X, R1, START.
CPU Ignores Health Power-ups: Down, L1, Down, START, Triangle.
Unlimited Ammo: Triangle, Circle, Up, Right, Down.

VR Baseball '99

Easy Outs: In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield (A computer player must only be on first base for this trick to work). Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out.

WCW Mayhem

All Wrestlers: PLYHDNGYS
Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode.)
Full Attribute Wrestlers: MKSPRCWS
Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)
Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Wipeout 3

Enter the following codes as default names.
All Tracks: WIZZPIG
Phantom Class: JAZZNAZ
Bonus Ships: AVINIT

Wu-Tang: Shaolin Style

Task needed to gain secret — Secret's description.
Rza Chamber Specific Secrets
1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Scale Mode
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain Mudan kill number 3
5. Gain chambers 18-20 — Gain character's secret outfit

Gza Chamber Specific Secrets
1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Gain character's rival playable
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Character art for GZA and rival
5. Gain chambers 18-20 — Super Turbo Mode

Ol' Dirty Bastard Chamber Specific Secrets
1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Gain character's secret outfit
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain rival's kill number 2
5. Gain chambers 18-20 — Gain rival's kill number 3

Inspecta Deck Chamber Specific Secrets
1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Disco lighting mode
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Character art for Inspecta Deck and rival
5. Gain chambers 18-20 — Gain character's rival playable

Raekwan The Chef Chamber Specific Secrets
1. Gain chambers 1-5 — Gain character's kill number 2
2. Gain chambers 6-10 — Character art for Raekwon and rival
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain character's rival playable
5. Gain chambers 18-20 — Gain character's secret outfit

Masta Killah Chamber Specific Secrets
1. Gain chambers 1-5 — Night Fighting Mode
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain Lei-Gong kill number 3
5. Gain chambers 18-20 — Gain character's rival playable

Ghostface Killah Chamber Specific Secrets
1. Gain chambers 1-5 — Gain practice dummy - Bodyguard
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain character's secret outfit
5. Gain chambers 18-20 — Gain Arena 4.1

U-God Chamber Specific Secrets
1. Gain chambers 1-5 — Merry Go Round Mode
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Gain Arena 3.1
5. Gain chambers 18-20 — Gain character's secret outfit

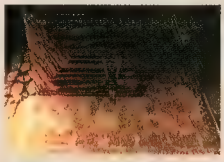
Method Man Chamber Specific Secrets
1. Gain chambers 1-5 — Gain Arena 1.1
2. Gain chambers 6-10 — Gain character's kill number 2
3. Gain chambers 11-15 — Gain character's kill number 3
4. Gain chambers 16-17 — Character art for Method and rival
5. Gain chambers 18-20 — Gain character's secret outfit

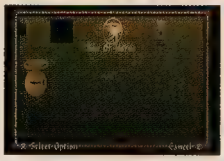
Practice Arena: Complete Practice Mode with all 21 characters to unlock the Practice Arena. To access this arena in Versus Mode, highlight any arena, then hold L1 and L2 buttons and confirm your selection by pressing X.

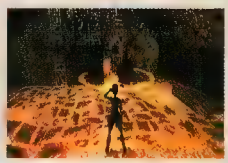
Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.
All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.
All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.
Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

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Address withheld by request





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Game Boy

Boomer's Adventure in Asmik World

Stage Select: Enter ANCIENT as a password. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2

Extra Puzzles: For your passoword, put in →5→V. Press START to get the "Stage Select" screen. Use up and Down to cycle through the stages, and press START to begin. Do not select "Exit." If you do, it will not work.

Bust-A-Move 2: Arcade Edition

Extra Puzzles: Press A, Up, B, and Down on the title screen. If the code is entered correctly, a small figure will appear in the corner of the screen.

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

Castlevania: The Adventure

Secret 1-Up: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue tolimb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives: Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select: Put a heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password: Put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an eyeball, a heart, a candle and a heart in the boxes and you will be in the room with the final boss, Dracula!

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the password screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Contra: The Alien Wars

Level Four on Easy Mode: Now you can go to Level Four on Easy Mode (normally the game ends at Level Three). After the cinema, you will reach the title screen. Move the cursor down to "Password" and press START. On the password screen, enter the code 21LN.

Donkey Kong Land 2

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

40 Banana Coins: B, B, A, A.
All Kremcoins: A, B, A, B.
Extra Lives: A, A, B, B.

Donkey Kong Land 3

Bonus Stage: Go to the Cape Codswallop's level, Total Rekoil. When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 01 to 10 Warp: When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

Level 10 to 20 Warp: As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera

Hidden Game: On the main menu screen, access the "Play" option. When the "Space Fever II" game begins, don't shoot either of the first two icons (the ones that will take you to the D.J. or Ball game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called "Run! Run! Run!" This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Go Go Tank

Seven Chances: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, START. You'll have seven lives and seven continues.

Invincibility: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, START.

James Bond 007

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game.

Blackjack: BJACK
Baccarat: BACCR
Red Dog: REDOG

Kirby's Dream Land

Special Config. Mode: At the title screen, press and hold Down+B+SELECT. Using the Control Pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.

Secret Bonus Game: On the title screen, hold Up+A+SELECT at the same time. The word "Extra" will appear. Press START to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses: At the title screen, press Right+SELECT+A+B at the same time. Now you'll see a black cat run across the high score screen. Press START to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against which you want him to begin. Defeating three bosses will let you face King Dedede!

Play Bonus Games: At the title screen, press Left+B+SELECT. Start a new game. Go to any stage and you'll be at the bonus game of that stage!

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.
Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.
Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Men In Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.

Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!

Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Montezuma's Return

Unlimited Lives: ELEPHANT
Pass through Doors: SUNSHINE

Mortal Kombat

Play as Goro: You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+SELECT+A until the title screen appears. Let go of all the buttons, and then press START.

NBA Jam: Tournament Edition

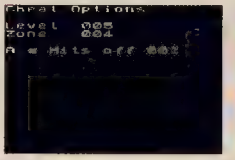
Enter the following codes at the "Tonight's Match-Up" screen.

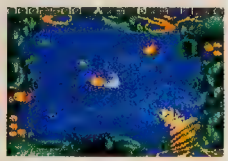
Always On Fire: Down, Right, Right, B, A, Left.
Super Dunks: Left, Right, A, B, B, A.
More Interceptions: Left, Left, Left, Left, A, Right.
More Three Pointers: Up, Down, Left, Right, Left, Down, Up.
High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down.
Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right.
Legal Goal Tending: Right, Up, Down, Right,

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR





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The Hottest Pre-Orders

DREAMCAST



Crazy Taxi
Simple is effective, the star of the latest EGM is one of the best arcade to home translations you could hope for. Good, old school fun.



NHL2k
With all of the cool features we've come to expect from the Sega Sports brand. Unparalleled realism and drop dead gorgeous visuals.



Zombie Revenge
Imagine a cross between old school scrolling fighting games and Resident Evil. Another perfect conversion of a Naomi arcade game from Sega.



Time Stalkers
From the people that brought us the classic Genesis RPG, Landstalkers. Gorgeous visuals...and the added bonus of lots of VMU games.



Dead or Alive 2
The girls of Dead or Alive have always turned heads...but on the Dreamcast they look better than ever. Another great fighting game.



Legacy of Kain Soul Reaver
Crystal Dynamics' impressive gothic 3D adventure comes to Dreamcast with amazing visuals. Think Tomb Raider with vampires.



Grand Theft Auto 2
The insanely popular 2D gangster game gets updated, improved and enhanced for Sega's box. Not for children...or the feint hearted.



Fighting Force 2
The original may have been distinctly mediocre on PlayStation and N64, but the sequel has more of a Metal Gear look and some great visuals.



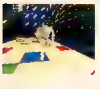
Street Fighter Alpha 3
The Street Fighter still seems to have what it takes. The Dreamcast version is the most perfect conversion to date. Invest in an Arcade Stick too.



Hardcore Revolution
Acclaim's WWF Attitude engine gets overhauled and packed with up and coming ECW fighters. More extreme, more violent...more, more, more.



Jeremy McGrath SuperCross 2000
Motorcycle racing doesn't get a look in very often with video games, so if you're a fan of the sport it's worth checking out.



Toy Story 2
Activision and Disney Interactive's charming 3D platform game gets as close to the graphics in the movie as you could hope for in the DC version.

NINTENDO 64



Vigilante 8: 2nd Offense
Activision's popular car combat game gets updated with new cars, weapons and arenas. Bound to be popular with N64 owners.



Carmageddon 64
Another violent car game...this time in a translation of the worldwide hit PC game. Perform cunning stunts, and run over pedestrians.



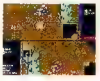
Tony Hawk's Pro Skater
Phenomenally popular when it arrived on the PlayStation a couple of months ago, this is undoubtedly the finest skateboarding game around.



Pokémon Stadium
Train your Pokémon and load them up into your N64 withthe Transfer Pak so you can battle it out in glorious 3D.

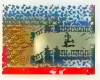


Perfect Dark
The one everyone is waiting for. Due for an April release...the follow up to GoldenEye could well be one of the most successful games ever.



StarCraft 64
The conversion of the top selling PC real-time strategy game has been on the way for some time. Make sure you get yours first.

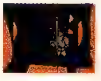
GAME BOY COLOR



Mission Impossible
One of the coolest products for the Game Boy ever. It's not just a game...turn your handheld into a mini PDA and remote control.



1942
Another old-school arcade game gets brought back to life on the Game Boy. The classic WWII scrolling shooter—just as you remember it.



Resident Evil
No-one believed it could be done...but the Game Boy version is incredible. The whole story...and even with speech.



Monster Rancher Battle Cards
Following the trend of monster-raising games making good card battle games, this aging franchise gets reinvented for Game Boy.



Battletanx
3DO's popular tank battling game comes to the handheld world with a distinctly old-school feel. Cruise around and blow stuff up.

PLAYSTATION



Fear Effect
"Eidos launches a new franchise with a cool Resident Evil like adventure featuring groovy anime style character art and Bladerunner like story.



Urban Chaos
Developed by ex-Bullfrog guys Mucky Foot, this 3D action adventure features huge levels and kick ass action. It's been a long wait...



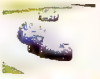
Spec Ops
The 'sneak 'em up' genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six.



WWF Smackdown
THQ picks up the WWF license where Acclaim left off and brings us one of the most impressive looking wrestling games yet.



Deception II
Tecmo's long lasting series continues. If you were a fan of the first two, you're going to want to get hold of this.



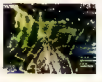
Gran Turismo 2
After numerous delays, it's finally here. The finest racing game of all time? With over 500 cars it's got lots more to choose from than the first.



Tomba! 2
The follow-up to the popular platform adventure is now in 3D and features vast and complex levels. Something a little different for platform game fans.



Die Hard Trilogy 2
Follows the same format as the original...driving, shooting and 3D action. Completely new story though...nothing to do with the movies. Weird.



Macross VF-X 2
Big robots with big guns in this fast paced 3D action shooter from Bandai. Fans of the Robotech franchise will love it.



NBA Shootout 2000
989 Studios returns to basketball after a hiatus with a latecomer to the basketball scene. Look out for a new engine and new features.



Lunar 2
"The success and level of interest in the first Lunar assures that we get the sequel. RPG fans should set some time aside for this.



Gauntlet Legends
Midway's popular update of the ancient arcade game brings the whole thing into 3D. Best played with three friends (or enemies.)

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The Coolest Recent Releases



NFL 2K
Possible the coolest looking sports game ever made, Sega's first new sports game marks the start of a great looking franchise



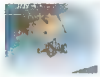
NBA 2K
"Another gorgeous looking sports game from Sega Sports, and pro-claimed a 'must buy' game in the pages of *EGM*.



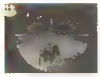
Sega Rally 2
"Without shadow of a doubt the best racing game you'll see on Dreamcast for a while." *EGM* loved Rally 2 so much they gave it a Gold Award.



Tomorrow Never Dies
James Bond finally makes it to the PlayStation. Take some of the Bond attitude and mix it in with a healthy dose of Syphon Filter like gameplay.



Tony Hawk Pro Skater
Skateboarding games are the new fad...but few even come close to the quality of Neversoft/Activision's Tony Hawk. Looks great...plays great.



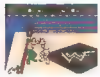
Medal of Honor
"This one's a classic." The finest 3D shooter on PlayStation more than deserves its *EGM* Gold Award...a great story and thrilling gameplay.



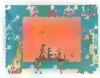
WWF Wrestlemania 2000
THQ's latest wrestler offers some fine features...and received a Silver Award from the Review Crew at *EGM*. WWF fans should check it out.



Donkey Kong 64
Nintendo's big hit for Christmas has been eagerly awaited for months. See what all the fuss is about...and get an expansion pak with it.



WWF Wrestlemania 2000
If you love wrestling so much that you have to take it with you, the latest portable brawler is here for you to get your hands on.



Toy Story 2
All the fun of the hit Disney movie crammed down and packed into a portable sized package. Sure to be a big hit with the kids (of all ages).

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☐	ECW Hardcore Revolution	*	*
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☐	Medal of Honor	$37.95	38
☐	WWF Wrestlemania 2000	$34.95	35
☐	Donkey Kong 64	$38.95	39
☐	WWF Wreslemania 2000	$26.95	27
☐	Toy Story 2	$27.95	28
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Down, Up.
Display Shot Percentage: Up, Up, Down, Down, B.

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.
No Fumbles: START, START, START, START, B, B, A, A, A, Down.
Infinite Turbos: START, START, START, START, START, B, A, A, A, A, Up.
Night Game: START, START, B, B, A, A, Right.
No Pointer: START, START, START, B, B, B, A, A, A, Left.
Invisible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Operation C

Input the following codes at the title screen.
Stage Select: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and START.
Listen to Sounds: Up, Down, Left, Right, A, B, and START.

Pocket Bomberman

All Power-Ups: 5656.
Area Passwords:

FOREST WORLD	
Area 1	7693
Area 2	3905
Area 3	2438
Area 4	8261
Area 5 Boss	1893
OCEAN WORLD	
Area 1	2805
Area 2	9271
Area 3	1354
Area 4	4915
Area 5 Boss	8649
WIND WORLD	
Area 1	0238
Area 2	5943
Area 3	6045
Area 4	2850
Area 5 Boss	8146
CLOUD WORLD	
Area 1	9156
Area 2	2715
Area 3	4707
Area 4	7046
Area 5 Boss	0687
EVIL WORLD	
Area 1	3725
Area 2	0157
Area 3	5826
Area 4	9587
Area 5 Boss	3752

Pokémon

Easy Level Gain: To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.
Fight Safari Zone Pokémon: This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

Rugrats: The Movie

Enter the following codes to advance to the corresponding level.
Level 2: RQVDHJVV
Level 3: TQMMY QK
Level 4: BVBYFJND
Level 5: RJDBCVRT
Level 6: VNGBLJCV
Level 7: BJGSMVSH
Level 8: LJTBWQQD

Samurai Shodown

Bonus Samurai: At the intro screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press SELECT four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the player select screen.

Shanghai

Special Modes: Begin and press SELECT to pull up the options menu. Select "New Game" and push A.
ZAP: Adds a zapping sound effect to a game.
STF: Allows youto view the credits.
MAN: Makes fewer tiles for an easier game.
REV: This gives you a game where all the tiles are reversed. Choosing a tile makes it flip.

Snow Bros. Jr.

Invincibility Code: When the title screen appears, press and hold Down-Left, A+B, and then press START. No enemies will be able to hurt you!
Map Select: At the title screen hold Up, SELECT, B, and press START. This let's you choose your starting level.

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!
Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3, or 4!
Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!
The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game -- Super Mario Bros. 2: The Lost Levels.
You Vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.
Five Extra Lives: *Note: This works only on a new game.* Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.
Play As Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Super Mario Land 2: Six Golden Coins

Easy Mode: On the title screen, press START to enter the pipe room. In this room, press SELECT to get into "Easy Mode." You can then begin any saved file you wish.
Play the Demo: When the title screen appears, hold Up, SELECT, and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Tarzan

Level Passwords:
3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan

Life Power-Up: When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and START.
Practice Bonus Games: On the title screen, simultaneously press and hold A, B, and SELECT, then press START. A question mark will appear to the right of the "5" on the stage select screen. Select this question mark to practice the bonus games.

Terminator 2: Judgment Day

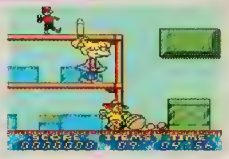
Slow Down the Time: In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the SELECT button to slow the timer down.

Tetris

Rockets: Score 100,000 points in the A-type game and you'll get to watch a small rocket launching off into the stars. Score 200,000 or more and you get a large one.
Russian Dancers: Complete Level 9 in the B-type game and Russian dancers will fill the screen.
Space Shuttle: Complete Level 9 in the B-type game with the High at "5" and you get to see the space shuttle take off!

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.
North Wing: CQQKJFSS
East Wing: CRVWLJNG
South Wing: PLVYPFNS
West Wing: TQYBQXFS



Tetris Blast

Fight 2 Mode: On the title screen, press B, B, B, B, then press START.

Tiny Toon Adventures

Practice Bonus Games: Hold Down and the B button. Next, press START at the main menu.

Turok 2: Seeds of Evil

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.
Skip Levels: DLVTRKBLVL
All Weapons: DLVTRKBWPS
Infinite Energy: DLVTRKBNRG
Infinite Lives: DLVTRKBLVS
Bird Mode: DLVTRKBBRD

Wario Land: Super Mario Land 3

Max Out Lives, Hearts, Coins, Etc: Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire trick. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

World Heroes 2 Jet

Scorcher Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B, Up. You will hear a sound to confirm that the code was entered correctly. The Scorcher Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character, and it also allows you to choose fighting styles (like in Versus Mode) in Training and Tournament Modes.

Yoshi's Cookie

Extra Levels: First, set the music to "Off," the speed to "High," and the round to "10." Hold Up and press the SELECT button. The round should now say "11." Now you can advance to even higher levels by pressing the SELECT button.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. *Note: Be sure to use capitals only.*

EXPERT GAMER

Game of the Month

FEBRUARY 2000



Racing Fans Rejoice, GT2 Is Here!

GT2 GRAN TURISMO

The long wait is finally over. The sequel to Sony's genre-defining racer is here, and it once again promises to raise the bar by which all other driving games are judged. Sporting more options, more tracks, and a simply obscene amount of cars to choose from, Gran Turismo 2 caters to almost any driving style imaginable. While the game looks similar to its predecessor, the sheer number of events this year will keep even the most hardcore drivers busy for months to come. Gran Turismo 2 takes everything the first game did right and improves upon it ten-fold. Welcome to the best racer in console history.

THE SIMULATION DISC TECHNIQUES

This guide is written for the Simulation Disc of GT2, and the following techniques are best applied to that disc only. While some of this stuff can be used for arcade-style driving, most of it relates to parts setup/tuning and how to maximize performance. Be sure to check back next month for our Arcade Mode update!

1 Making the Class

• Most of the horsepower (HP) restrictions are placed with a fair deal of slack cut into the figure itself. If there is a 400 HP limit on a race or cup, then most of the drivers in that class will be racing around 325-350 HP cars. If it's a 500 HP limit, then the drivers will be driving 400-450 HP cars. To take advantage of their stupidity, **always outclass the computer drivers with added HP when possible.** If a class has a set limit of 400 HP, then you need to find a way to get your car up to 399 HP (beating most of the computer drivers by at least 50). There *are* exceptions to this rule, since the cars change each time any given race is entered.

2 Finding a Car

• Another problem that arises when dealing with class prerequisites is **finding a darn car in the first place.** If you're racing in a 4WD class, then you need a good 4WD car. That's not so hard. But if you're racing in a mid engine class, you'll need to find a good mid engine car. That could be a little more difficult. Because of these restrictions (along with the HP limitations), I decided to list a good choice for each race (next to the races themselves), saving you both the time and frustration of having to search for them yourself. As you progress through the game, you will learn to how to use the better cars for more than one class entry.

3 Spinout Prevention

• As you race progressively faster and faster cars, you'll start to spin out more and more. With all of that gained power and acceleration comes loss of traction, and with loss of traction comes big trouble. To negate this, you'll not only need to buy parts that improve your traction and handling, but you'll also need to **learn how to adjust those very same parts to take full advantage of them.** Setting your ride height lower and stiffening up the spring/dampening rates will help. The Brake Balance Controller can help tremendously by setting up your front brakes to be much stiffer than your rear brakes (preventing your car from getting "loose" in the turns).



4 Toying with AI

• GT2's computer drivers are good. So good, in fact, that I'm not sure if it's shoddy AI or if they're actually perfect drivers. Either way, these tricks will let you control them and keep them out of your way when trying to finish a race. You can foul up their game plan by using cheap tactics like **1). blocking them during the last lap of a race** or **2). using them as cushions when taking turns too fast.** It may seem cheap to bang into another car and use it to hold your speed during a turn, but it works, and it works well. The computer will always follow the optimal path through any given turn, so if you know where they're going, you can block them out or smash into them.



5 Basics of Cornering

• Just as each car has its own distinct handling style, **each turn has its own applied technique.** You'll want to take standard turns slow, using early braking and a bit of the feathered throttle to get the most speed while exiting the turn. Hairpins and chicanes should be taken with extreme caution (especially on Laguna Seca) and often require slowing to a near halt just to exit the turn alive. I've seen far too many gamers go full-steam into a turn and crash, only to do the same thing on the very next lap. The key is to always follow the computer cars through the turns first. That way, you'll know where to gauge your entry and exit speed for any given turn.



6 Buying Your First Car

So you've popped in the disc and booted up a new game only to find that you have a measly 10K to buy your first race car. Not enough to get that Lotus Esprit V8SE that you've been dreaming about, eh? Well, fear not, young game master. We've created a startup guide that provides an example of what you should buy and the order in which you should upgrade your car. And remember, this can be done with many other cars as well—we just became partial to the FTO.

Part/Car	HP	Benefit	Price (CR)
Mitsubishi FTO '94	+7	N/A	7,519
Racing Muffler	+13	+accel	4,800
Performance Chip	+6	+accel	1,500
Sports Suspension	N/A	+handling	3,200
Racing Soft Tires	N/A	+handling	6,000
Sports Brake Kit	N/A	+braking	4,800
Weight Reduction 1	N/A	+everything	1,200
Weight Reduction 2	N/A	+everything	5,500
Weight Reduction 3	N/A	+accel	4,500
Port & Polish	+24	+accel	5,500
Triple Clutch	+6	+shifting	4,800
TOTAL	214(+47)	N/A	49,319



GT2 *Is* My Bag, Baby, Yeah!

by Jim Mazurek
jim_mazurek@zd.com

Every once in a great while, a game comes along that just feels *right*. When compared with the rest of the games in its genre, something is just plain better about it. I'm not quite sure how to explain it, but somehow it's cooler looking and all-around more fun to play than anything else—it's just a better game. Remember how GoldenEye 007 felt superior to all previous first-person shooters? And how Soul Calibur played (and looked) smoother than any of the other fighting games before it? Well, Gran Turismo 2 happens to fall into this very same category. It's the best of the racing games in my book, and I'm sure if you pick up a copy for yourself, you'll be thinking the exact same thing. GT2 *is* my bag, baby, yeah!

Special thanks to Greg Sewart and Nelson Taruc for their assistance and overall racing expertise!

database

time to complete: 50+ hours
challenge: Moderate
best car: TVR Speed 12
worst car: Daihatsu Midget II
my car: '69 Chevelle SS396
also try: Gran Turismo, R4
system: PlayStation
publisher: [illegible]
developer: Polyphony Digital

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CONTENT RATED BY ESRB

www.playstation.com

B-LICENSE TEST

The B-License is like a set of training wheels for your first bike. It's meant to get you started, but by no means is it a sign of a complete racer. Use it to access some of the low stakes races in GT2 and you'll learn the ropes of road racing in a matter of minutes.
For those of you who completed all of the license tests in the first GT, you can transfer your save data to unlock this license test in GT2!

License Test 1 — Difficulty

Start, Acceleration, & Braking 1

• The start is the most critical time of the test, so you'll need to learn how to effectively launch your car if you want to win a gold medal. The best bet is to rev this car up as high as it can go, since it has an unbelievably low HP overall.



You should aim to slam on the brakes anywhere between 940 and 950 meters.

Gold	Silver	Bronze
0:38.650	0:38.900	0:39.800

License Test 2 — Difficulty

Start, Acceleration, & Braking 2

• This is just like the previous test, but with a much more powerful car. Because of this, you'll need to get your speed much higher and brake a bit earlier to make it into the goal area. It's really easy to overshoot, but you're almost guaranteed to make it by your second or third try.



Hit the brakes hard at the 875 meter mark and slide all the way into the goal area.

0:29.270	0:29.550	0:30.500

License Test 3 — Difficulty

Start, Acceleration, & Braking 3

• I'm still boggled as to why they make you do three separate start/stop tests. To win, just hit the brakes at the 875 mark and coast on into the goal area. It seems like only Grandma and Uncle Chester will have a tough time with the start/stop tests...



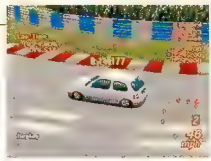
This car is much faster, but it also has a much better set of sports brakes.

0:26.800	0:27.300	0:28.000

License Test 4 — Difficulty

Circle Track 1 – Acceleration Basics

• This one teaches you how to control your acceleration through a set of tough turns. Actually, this is one continuous turn. You'll need to feather the brakes to keep your speed at an acceptable level.



Hug the rumble strips and you'll be fine.

0:23.700	0:24.200	0:27.000

License Test 5 — Difficulty

Circle Track 2 – Acceleration Basics

• Two laps around an 80 meter track without stopping or wiping out? No problem, right? Well, it shouldn't be—especially since you just beat an identical test with a slightly weaker car. To get the gold, you'll need to really push the car to its limits, staying in 3rd gear the entire time around the course.



Again, hug the rumble strips and feather the brakes if necessary.

0:32.500	0:33.600	0:35.300

License Test 6 — Difficulty

Basics of Cornering 1

• The first real turning test, this requires you to learn how to feather the brakes as you follow the little yellow line through the turn (hey, the original GT didn't have those!). It's not hard to pass, but it can be a pain if you're shooting for the gold medal.



Well, looky here! They even draw you a nice little racing line to follow.

0:24.650	0:25.200	0:27.000

License Test 7 — Difficulty

Basics of Cornering 2

• This is the first test where you'll be thrown into a moving car (from the get-go), so it's key to have your finger on the accelerator even as the track is loading. Once you're rolling, build speed and feather the brakes through the turn. When you exit, try to keep your adjustments to a minimum.



It's easy to get off course and veer into the dirt, so watch your exit speed.

0:20.750	0:21.300	0:22.800

License Test 8 — Difficulty

Basics of Cornering 3

• This is a lot like the previous test, except this one has a right hand turn instead of a left. Also, note that you won't be thrown into a rolling start (which is why the pass times are all a bit higher than the previous test).



This is an extremely wide turn, and it requires a bit of brake feathering to master.

0:23.310	0:23.800	0:25.500

License Test 9 — Difficulty

Basics of Cornering 4

• Conquering the S-curve can be a cumbersome task the first time through and even more so if you insist on taking it with your foot to the floor. Try backing off the accelerator as you move through the second half of the first turn, then drive deep into the second turn and leave with a high exit speed.



I found it best to ride on the inside of the dotted yellow line.

0:23.550	0:24.200	0:26.000

License Test 10 — Difficulty

Basics of Cornering 5

• This is the same test as the previous one, except you'll be starting with a 62 mph entrance speed. Because of this, you'll want to hit the brakes harder when entering the first turn. Pass it and you've got yourself a B-License. Now go race some GT League races and make some money!



Don't be afraid to get up on the rumble strips—they provide excellent traction.

0:20.300	0:21.100	0:22.700

1 A-LICENSE TEST

Although the A tests aren't much tougher than the B tests, getting the Kosaka Medal proves much more rewarding. You'll have access to a couple of new better special events as well as some of the harder GT League races.

If you completed all of the tests from the original GT, you'll discover there's a lot more than this to get up to tumbling past Lake Shkotan.

License Test 1 Difficulty

High Speed Braking

• They start you off at a much higher speed than the previous start/stop tests, and because of that, you'll need to hit the brakes much earlier in the track. I usually hit them around the 865-875 mark to slide in with ease.

Gold	Silver	Bronze
0:18.800	0:19.200	0:19.700



If you're going this fast (147 mph) at the 900M mark, you're toast. Early braking!

License Test 2 Difficulty

Cornering & Braking

• The braking on this car is substandard at best, so don't overshoot the goal area by taking that last turn too fast. Start braking early and stop toward the front of the goal area for the best possible time.

0:21.100	0:21.500	0:22.500



It's good to go fast, but not too fast! Hit the brakes as you exit the last turn.

License Test 3 Difficulty

Intermediate Cornering 1

• Your main troubles with this track will be taking the initial turn at such a high speed. I found it best to induce a power-slide so you can then exit the turn at full throttle (a powerslide is where your car breaks traction and slides into the turn.)

0:19.300	0:20.000	0:21.600



It's key to exit the turn with at least 70 mph carrying you to the finish line.

License Test 4 Difficulty

Intermediate Cornering 2

• Losing the rear end isn't tough to do with a powerful rear wheel drive car like this (just wait until you get in a 600HP Corvette). You should practice with the overall feel of the car—as opposed to the front wheel drive cars—since there are certain races in the game where you can only drive a car with this drivetrain.

0:19.300	0:19.900	0:21.800



Your first cornering test in a rear wheel drive can be "hella hard" if you're not used to it.

License Test 5 Difficulty

Intermediate Cornering 3

• Although it's sharp, the key to running smoothly through a turn like this is to keep a circular approach going through-out. It's true that your car will naturally want to break traction and go into a spin, but your job is to keep the braking smooth enough that this doesn't hap-pen.

0:12.600	0:13.200	0:14.700



A common mistake of first time drivers is to take this corner too fast.

License Test 6 Difficulty

Intermediate Cornering 4

• I think this test is actually a bit easier than the last one because of the car itself – it's simply much easier to pre-dict. Powerslide your way through the turn while feathering the gas on your way out. Driveability plays a huge role in GT2, and if a car doesn't have it, it sucks.

0:12.500	0:13.200	0:14.900



You can actually powerslide and cut right through this turn like a hot knife through poop.

License Test 7 Difficulty

Applied Cornering 1

• There are two turns in this test that offer you two chances to screw up. Most 4WD cars are better known for their handling and stability than they are for their precise turning. Because of this, you'll be forced to enter turns a bit slow-er than you would with a rear wheel drive car.

0:24.600	0:25.200	0:27.000



Don't assume it turns better just because all four wheels are spinning.

License Test 8 Difficulty

Applied Cornering 2

• This one is kinda tough at first; pri-marily because the Supra has some whack acceleration. The real key to this license test is to exit the final turn with a lot of speed. It's fast, it's yellow, and it's Japanese. Is that car a Toyota Supra or a Pikachu?

0:24.000	0:24.400	0:26.000



Yuck, the Supra still sucks like it did in the first GT. And it still takes turns like crap.

License Test 9 Difficulty

Applied Cornering 3

• Don't go too fast into the first turn—it's unbelievably sharp. Try it out at low speeds first, then visualize the optimal line through the middle (those dotted yellow lines would sure help here!). Enter the last turn deep, then cross the apex and hit the throttle hard toward the finish.

0:14.200	0:15.200	0:17.700



Don't be afraid to cross the rumble strips on the entrance to this series of turns.

License Test 10 Difficulty

Applied Cornering 4

• This one's a mess if you're a lead-foot-ed driver. If you get heavy on the gas, you're only sure to drive yourself insane by failing this test time after time. I found it best to rely on light braking and power steering to muscle your way through this wickedly evil 90 degree turn.

0:13.700	0:14.800	0:17.000



It's all too easy to get sideways with the Supra (because it stinks).

I-C LICENSE TEST

Once you drive into the realm of International Licenses, you'll (hopefully) have a much better feel for the game and its unique physics engine. Acquiring the license won't be as easy as the previous few, but it will give you access to even more Special Events and a few of the higher level GT League races.

License Test 1 — Difficulty
Advanced Cornering 1

• The corner is tough, but the target times aren't too bad. Follow the line and start braking early or you'll find yourself pulled off the track by the powers of inertia (that's pronounced *in-ur'-sha*). Inertia is evil, and you should make all attempts to destroy it.

Gold	Silver	Bronze
0:16.650	0:16.600	0:18.000



This corner is brutally deceptive. It just keeps going and going...

License Test 2 — Difficulty
Advanced Cornering 2

• Enter the turn hard and exit with finesse while lightly feathering the brakes. Once you're past the peak (or apex) of the turn, get back on the throttle and light up the track.

0:15.450	0:16.000	0:18.000



Get on the brakes if you need to, but don't induce a power-slide into the grass!

License Test 3 — Difficulty
Multiple Corners 1

• Both turns on this test are sharp. You can take them cleanly, however, if you straighten out the rear end of the Camaro while going through them. Granted, the Camaro isn't so hot when it comes to handling, so it might be easier said than done.

0:20.200	0:21.600	0:23.500



To get the silver or gold medals you'll need to exit the final turn with gobs of speed.

License Test 4 — Difficulty
Multiple Corners 2

• I found this test to be easier than most of the others in this class because of the barriers that seem to "keep you on the track." I mean, it's really hard to fail this one by going off the track itself. Just prevent the spinout and you'll be fine.

0:20.200	0:21.600	0:23.500



You'll learn how to "see" through corners even when you can't technically see anything.

License Test 5 — Difficulty
Practical Cornering 1

• This one isn't too bad if you master the powerslide. Just remember that chicanes tend to induce the rear end of your car to kick out from under you, and if you don't correct for it, you'll enter a spinout. Spinouts are bad.

0:11.400	0:12.100	0:13.600



Powersliding with the Supra? How odd, I've never done that before...

License Test 6 — Difficulty
Practical Cornering 2

• This test is a longer version of the last test. It forces you to accelerate hard down the main section in between the two turns. Even after you exit the second turn, you'll have quite a ways to go before you reach the finish line.

0:22.500	0:23.300	0:24.700



Again, it's important to use those rumble strips as guides for your turns.

License Test 7 — Difficulty
Practical Cornering 3

• With its annoying chicane that leads into a hairpin turn at the back end, this one is a real pain. It's very easy to screw this one up the first five times you do it, so don't get discouraged. The best technique seems to be braking as you leave the chicane, then sliding left as you boost through the turn.

0:15.100	0:15.700	0:17.000



If you carry some speed through the chicane, make sure to slide into the last turn.

License Test 8 — Difficulty
Practical Cornering 4

• It's easy to slide up a little too high and lose all of your acceleration due to excessive wheelspin. To prevent this, try feathering the brakes with some "Poor-Man's ABS." Try lightly tapping the brake button as fast as you can instead of just jamming on it with one big hit.

0:14.600	0:15.200	0:17.000



Poor Man's ABS works well on this turn.

License Test 9 — Difficulty
Practical Cornering 5

• This test can be passed by simply putting your foot to the floor and muscling your way through the turns. Because of the barriers, there's no worry about falling off the track. I really can't believe how easy this test is.

0:20.150	0:20.800	0:22.500



You might need to brake a bit before entering this turn.

License Test 10 — Difficulty
Practical Cornering 6

• The final I-C test is a kicker with its combination of crappy car *and* crappy course. Use the width of the track to your advantage by straightening the turns and accelerating hard out of them. This should be more than enough technique to get you the bronze...

0:22.500	0:23.500	0:27.000



Slippidy-sliding your way through the turns isn't so bad in the 'Vette.

I-B LICENSE TEST

Concentrating on Rally and advanced cornering techniques, the I-B License will be your toughest test yet. Even the easiest of these tests will require a lot of concentration. tracks within the GT League and the Special Events series.

License Test 1 — Difficulty

Rally Techniques 1

• The rally tests are ridiculous. Not because they're tough, but because the target times are so lenient. You can slip-slide all over the place and still make the silver medal on your first try. Rally racing isn't as exact as road racing, but it sure is fun...

Gold	Silver	Bronze
0:27.100	0:29.000	0:31.000



You'll get air with the rally cars, so you better learn how to keep them under control.

License Test 2 — Difficulty

Rally Techniques 2

• Another super easy test, this one takes you through a series of three small S-curves. This test will teach you how to lead your car into the next turn when racing on a dirt track.

0:19.250	0:20.800	0:23.000



Carry some speed through the last turn and you're golden.

License Test 3 — Difficulty

Oversteer 1

• Compensate for the crappy car on this test by correcting the oversteer—accelerate at the very moment you feel your car start to slip. Doing so will make it kick back into the turn and get back on track.

0:25.500	0:26.300	0:27.500



This car has a tendency to oversteer and spinout easily.

License Test 4 — Difficulty

Oversteer 2

• With a rear wheel drive car that likes to spin out, you need to use extreme caution when hitting the gas pedal. Instead of getting on the gas as you start to slip, you'll need to counter steer first and *then* get on the gas. Step one, step two...

0:24.300	0:25.200	0:26.500



Mid engine cars like the NSX are notorious for spinning out of control.

License Test 5 — Difficulty

Multiple Corners 3

• The Mustang powerslides very well, so you'd be a fool not to try it. The only problem is keeping it off the top end of the track (it likes to ride up high) as you take the first turn. Slow down your entry speed if need be.

0:17.900	0:18.800	0:20.000



The Cobra has some wicked power, but it falls short with its sluggish handling.

License Test 6 — Difficulty

Low Speed Slalom

• To master the slalom, you'll have to apply some decent accelerator control through the open spaces in between the blocks. Don't just get on the throttle and try to mash through 'em. That's doesn't work too well. You've got enough time, so you shouldn't be rushing out of control.

0:19.700	0:21.000	0:22.900



Ugh! I have nightmares about these stupid slalom courses...

License Test 7 — Difficulty

Multiple Corners 4

• If you take the first turn too hot, you'll slide off the track and fail. The key is to controlling the weight of your car and getting it to shift from one side to the other. Once you feel it change over (you'll know what I mean), go full throttle into the finish.

0:19.750	0:20.500	0:22.600



The most common mistake is to take the first turn way too fast.

License Test 8 — Difficulty

High Speed Slalom

• The real key to this track is keeping your front grille off the tips of the slalom obstacles. It's so easy to naturally want to increase speed and nip one of the edges near the end of the course. Just remember that you should have enough time to control your car if you wish.

0:18.650	0:19.500	0:21.700



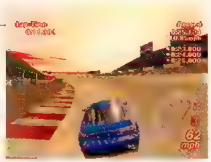
Keep the speed moderate, although still a bit faster than the previous slalom test.

License Test 9 — Difficulty

Practical Cornering 7

• The RX-7 slides all over the track, so it's a bit hard to push it through the chicane while retaining a lot of speed. I found it best to simply get a good angle on your entry *into* the chicane, and the angle will automatically flow from there.

0:23.800	0:24.000	0:26.000



It OK to hug the bottom of the track here. It actually sets you up for the final turn.

License Test 10 — Difficulty

Practical Cornering 8

• I hate this turn with every bone in my lanky little body. I can't stress how important this turn is (you'll be racing here A LOT), so you better learn to deal with it. The key is to keep your cool and drive extremely slow. I'm talking like 40-50 mph slow. Any faster and you'll be riding the sand into a sheet of concrete.

0:23.200	0:24.800	0:25.700



Dodge Viper + Hardest Turn in the Game = Death!

I-A LICENSE TEST

The I-A License brings back fond memories of the original Gran Turismo. Swearing, smashing your controller into your forehead, and hurdling small objects across the room go hand in hand with these tests. Don't expect to beat them on your first try—unless, of course, your name is Greg "Speed Racer" Sewart.

License Test 1 — Difficulty

Circle Track 3

• This track will give you a crash course in handling powerful rear wheel drive cars. Obviously, they are easy to spin out in a turn (and this track is one BIG turn), so your objective should be to avoid spinning by learning to feather the throttle.

Gold	Silver	Bronze
0:31.900	0:32.500	0:33.700



The Viper's got gobs of power, but keeping it from spinning out is another story.

License Test 2 — Difficulty

Super Fast Corners

• The elevation plays a huge role in this test. Having you learn to deal with downforce is the reason behind this test, as you should be able to determine how much grip your car is getting based on the amount of slippage through the turn.

0:23.900	0:25.000	0:26.800



The Griffith isn't all that hot of a car, but keeping it under control is actually quite easy.

License Test 3 — Difficulty

Practical Cornering 9

• This track isn't too hard until you realize that the target times are a bit tight. You'll need to really push this car to the limits and ride the inside of the track if you're looking for anything higher than a bronze.

0:30.000	0:31.500	0:32.600



Use early braking with the NSX to prevent spinouts.

License Test 4 — Difficulty

Rally Techniques 3

• Another easy rally test, this one takes you through a series of small turns. Again, the barriers are your saving grace. The only "danger zone" is when entering the final turn. You need to take it a bit slower than the others or you'll find yourself eating the concrete real quick.

0:27.800	0:29.000	0:31.000



The tires seem to bite extraordinarily well for being on such messy terrain.

License Test 5 — Difficulty

Hill Climbing Techniques

• This is the hardest of the rally tracks so far, partially due to the overwhelming power of the Escudo. Try to stay off the fences as much as possible (obviously) by feathering the throttle instead of putting it to the floor.

0:27.000	0:29.000	0:31.000



This thing is a rally driver's dream come true. Too bad we don't tell you how to get it. Yet.

License Test 6 — Difficulty

Downhill Techniques

• Since it's a downhill race, the Peugeot will be much harder to stop than normal. I found it easiest to just bounce and slide your way through this one. This is without a doubt the easiest chance at a gold medal that you're gonna get, so make the most of it and race smart!

0:39.600	0:41.000	0:43.000



The Peugeot is the wizard of Pike's Peak, proving it's actually a decent car for rally racing.

License Test 7 — Difficulty

Practical Cornering 10

• It seems like only slight adjustments are necessary to keep your car on the road in this test. If you try to oversteer, you'll just end up eating the walls or spinning out of control. Take a minimalistic approach and fine-tune your optimal line through the turns.

0:16.300	0:17.700	0:18.800



This car is a lot to handle, but if you keep it off the walls you'll be fine.

License Test 8 — Difficulty

Practical Cornering11

• This is a long series of turns that ends in that now infamous chicane/hairpin combo. Keep the Jaguar off the dirt by applying light brakeage through the chicane. Get on the accelerator hard as you enter the hairpin and powerslide to the final straight.

0:22.900	0:24.000	0:25.000



The Jaguar handles like a dream, so it's possible to pass this test with a few mistakes.

License Test 9 — Difficulty

Practical Cornering 12

• If you can clear the corkscrew with this car, you can do anything. This is THE hardest test so far, and with 663HP at your disposal, it won't be easy. This brings a new meaning to the word "overkill." Remember to slow down to a near halt when entering the turn, then get on the throttle to create downforce.

0:19.900	0:21.000	0:22.000



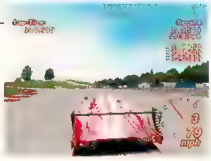
Just keep it out of the sand and you'll be fine. Sand + GT-ONE Car = Spinout.

License Test 10 — Difficulty

Super Fast Corners 2

• Luckily, the final I-A test isn't as bad as the previous one, but it still requires a bit of concentration and effort to pass. If you get on the outside of the first turn, you'll be properly set up for turn two. It's important to enter the first turn up high while braking, then exit the turn with maximum speed.

0:17.750	0:18.700	0:20.000



If you make it through the second uphill turn, you're home free.

SUPER LICENSE TEST

Once you beat all of the previous license tests, the Super License will be available. Although it doesn't give you any higher access than the A License, it does open up the secret Paint Generator in the GT League mode. Complete this final set of tests and you're well on your way to becoming a hardcore GT guru.

License Test 1 — Difficulty

Tahiti Road

• You shouldn't have much trouble if you're like me and you like small front wheel drive cars with a decent amount of HP. The Mini tears up the track if you apply light braking through the turns. A gold medal shouldn't be too tough to get on this test.

Gold	Silver	Bronze
1:14.300	1:17.000	1:20.000



Believe it or not, the Mini actually takes this test course with ease.

License Test 2 — Difficulty

Seattle Circuit Full

• The GT40 is a great car, but this is an extremely tough track to race. The only thing that you can do to get your times down is to utilize the width of track in certain areas. Straighten out the turns and control your braking over the bumps and jumps.

1:31.300	1:34.000	1:40.000



The rear wheel drive GT40 actually handles quite well.

License Test 3 — Difficulty

Smokey Mountain North

• Like the rally tests in the previous couple of classes, the ones in the Super License are pretty easy. Don't adjust your steering when landing a jump, as you'll immediately be thrown into a spin. If you hit a jump at the wrong angle, land it first to regain traction, *then* correct for your mistakes.

1:22.200	1:24.000	1:30.000



Keep your car from losing traction when landing a jump.

License Test 4 — Difficulty

Midfield Raceway

• It's not hard to run a 1:10 at Midfield with a 700HP 4WD monster like the Nismo GT-R. If you take the first set of corners while retaining speed, you'll have no problem exiting through the high speed section thereafter.

1:03.400	1:06.000	1:10.000



This thing has got it all: handling, speed, and excellent traction.

License Test 5 — Difficulty

Grindelwald

• The Lotus ranks low in driveability. It's always hard to control due to the massive weight shifting in the rear end. There are no sharp corners, so it's important to retain speed through as many turns as you can.

1:28.000	1:31.000	1:36.000



The Lotus isn't exactly the car I had in mind for this chicane-heavy track.

License Test 6 — Difficulty

Rome Circuit Full

• The Rome Circuit is the hardest track in the game when raced in its entirety. Lucky for you, you get a halfway decent car to get you through it. Utilize the car's handling and take turns at higher than normal speeds (don't be afraid to take some of the regular turns at 90+mph).

1:29.900	1:32.500	1:36.000



Try to pull through this hairpin while retaining speed.

License Test 7 — Difficulty

Laguna Seca

• I can't believe they keep giving you the Dodge Viper as a test car on this track! It's probably one of the hardest cars to keep on the road. Combine that with a full lap at Laguna Seca and you're in for a real treat. You know the drill on LS by now, so just drive like a grandma and hope for the bronze.

1:13.400	1:16.000	1:23.000



And just when you thought you'd never have to race at Laguna Seca again...

License Test 8 — Difficulty

Tahiti Maze

• This is the last of the rally tests and it's definitely the hardest of the bunch. You can't fail because of leaving the track (the barriers keep you in), but it is much easier to lose concentration and hit a wall too fast out of a hard turn. To save time, cut your turns short and slide through them if possible.

2:04.000	2:08.000	2:20.000



Your only danger of failing is by hitting the barriers if you take a turn too fast.

License Test 9 — Difficulty

Rome Night

• The combination of nighttime driving and blind corners (corners that you can't see around), make this a tough track. On the flipside, the Alfa-Romeo 4WD is an excellent car. There is a really tough hairpin that you'll need to slow down for at the end of the track (I suggest taking it slower than 60 mph).

1:28.500	1:32.000	1:38.000



If you can make it through this hairpin, you're home free.

License Test 10 — Difficulty

Apricot Hill Speedway

• This one's got some tough combos of high speed turns leading into deceptively sharp uphill hairpins. Most of them force your car off the track. It sounds easy, but with this much power at your disposal, it's way too tempting to get carried away and floor it whenever the chance arises.

1:08.900	1:12.000	1:17.000



The Toyota GT-ONE car is wickedly fast, so be careful when the track gets narrow.

SO MANY PARTS, SO LITTLE TIME

The key to upgrading your cars effectively comes from the general knowledge of the parts that you'll be equipping them with. If you aren't aware of what you're doing to your car, how can you expect to maximize performance? So in other words, learn what the parts do and you'll know what's best for your situation. Below is a breakdown of all eight major parts categories, along with prices and my own recommendations for each part.

Muffler

Stats: +HP **You'll Notice:** +Acceleration, +Top Speed

When you're looking for a cheap and effective HP boost, the exhaust system should be the first place to look. Upgrading in tiers will only end up costing you more in the long run (9,800 credits versus 5,000 credits), so you're better off just buying the Racing Muffler from the get-go.

Parts to Equip	Price	Rating
Sports Muffler	1,800	*
Active Stability Control	3,000	**
Racing Muffler	5,000	*****

Engine

Stats: +HP **You'll Notice:** +Acceleration, +Top Speed

Expensive is the word when you talk about upgrading your engine. It takes big dollars for small results, but when you've got no where else to turn (especially for non-turbocharged naturally aspirated engines), this is the place to squeeze those extra couple HPs out of your car.

Parts to Equip	Price	Rating
Performance Chip	2,000	***
Engine Balancing	16,000	*
Port & Polish	6,000	*
Bore & Stroke	8,000	*
NA Tune Ups	**Price**	**Rating**
Stage 1	5,000	***
Stage 2	13,500	*
Stage 3	75,000	*

Tires

Stats: N/A **You'll Notice:** +Handling, ++Cornering

Traction plays a very important role in GT2, as it's the one thing that you can never seem to have enough of. It pays to have several sets of tires for your better cars. They never wear out, hence their steep price.

Parts to Equip	Price	Rating
Sports Tires	7,000	**
Racing Hard	11,000	**
Racing Medium	13,000	**
Racing Soft	15,500	*****
Racing Super Soft	18,000	**
Dirt Tires	8,000	**
Simulation Tires	2,000	*

Drivetrain

Stats: N/A **You'll Notice:** +Acceleration, +Tweaking

If you're a true "gearhead," this is the place for you. Buying a Race Transmission gives the ultimate in system tweaks, allowing you to change individual gear ratios all across the board. It also lets you fine-tune your rear end gear (remember that higher ratios will make the tires will spin faster, and vice versa).

Parts to Equip	Price	Rating
Carbon Driveshaft	3,500	*
Transmission	**Price**	**Rating**
Sports	6,000	**
Semi-Racing	6,000	***
Full Racing	11,000	*****
Flywheel	**Price**	**Rating**
Sports	500	*
Semi-Racing	700	*
Full Racing	1,200	**
Clutch	**Price**	**Rating**
HD Single Plate	2,000	*
Twin Plate	3,000	*
Triple Plate	5,000	**
For Professionals	**Price**	**Rating**
2-Way Limited Slip	5,000	**
1.5-Way Limited Slip	5,000	**
1-Way Limited Slip	5,000	**
Full Customization	7,000	***



All parts ratings were determined on a "performance to price ratio" conceived by the author of this guide. They are his opinions based on experience, not fact.

Brakes

Stats: N/A **You'll Notice:** +Braking, Easy Cornering

For those of you who drive with a realistic approach (applying early braking into corners), the sports brakes are a good buy for only 5K. The Balance Controller is IDEAL for controlling spinouts, as it lets you adjust the balance between the front and rear brake pressures.

Parts to Equip	Price	Rating
Sports Brakes	5,000	****
Balance Controller	11,000	*****

Other

Stats: -Weight **You'll Notice:** + Just About Everything

Weight Reduction is essential for adding power and acceleration without actually adding HP to your stats (see "Making the Class" sidebar on pg. 53). The rest of the mods are quite expensive and should only be applied to your high end supercars.

Parts to Equip	Price	Rating
Racing Modification	85,000	**
Yaw Control System	8,000	**
Active Stability Cntrlr.	50,000	**
TCS Controller	50,000	**
Weight Reduction	**Price**	**Rating**
Stage 1	1,500	*****
Stage 2	6,000	*****
Stage 3	25,000	***

Turbo

Stats: + HP **You'll Notice:** ++ Massive Acceleration

If you've got a turbocharged car, this is the place to go for massive HP gains. Don't just buy a Stage 4 turbo and think that you're done. The rest of your car needs to be balanced as well, or the turbo won't be able to work to its full potential. Each turbo has its own powerband; some rev harder at low RPM, some rev harder at high RPM.

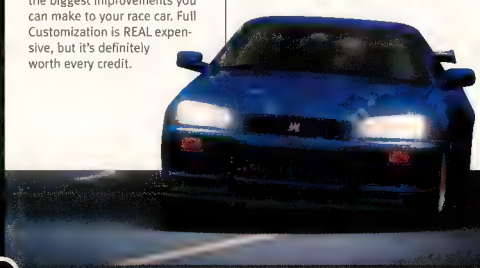
Parts to Equip	Price	Rating
Sport Intercooler	2,000	***
Racing Intercooler	3,500	****
Turbo Kits	**Price**	**Rating**
Stage 1	5,000	***
Stage 2	14,500	***
Stage 3	45,000	****
Stage 4	74,000	*****

Suspension

Stats: N/A **You'll Notice:** ++Handling, ++Cornering

If adjusting the dampening force and overall ride height seem pointless to you, think again! The often overlooked suspension parts are probably one of the biggest improvements you can make to your race car. Full Customization is REAL expensive, but it's definitely worth every credit.

Parts to Equip	Price	Rating
Sports Kit	3,500	**
Semi-Racing	8,000	**
Full Customization	20,000	*****



THE GT LEAGUE

Japan Nationals

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Midfield Raceway	197	4,000	N/A
❷ Midfield Raceway	295	5,000	N/A
❸ Midfield Raceway	345	7,000	N/A

Techniques

The front half of the course has a decent straight that takes advantage of cars with raw HP, but the back half requires a little more finesse. The most notorious of the turns is the slow winding S-curve that leads you into the tunnel. Unless your car has wicked handling, this turn is deadly—even when taken at intermediate speeds. Just remember that you don't need to fly through every turn to win.

US Nationals

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Laguna Seca	246	4,000	N/A
❷ Laguna Seca	295	5,000	N/A
❸ Laguna Seca	394	7,000	N/A

Techniques

Laguna Seca is the second hardest track in the game, period. It has two turns that are just plain ridiculous, along with a whole slew of bumps and elevation changes to throw off your cars' suspension. Take the downhill chicane at no more than 50 mph. Once you get into the sand, you're losing some serious time. Practice this turn until either your controller breaks, or your fingers fall off—whichever

French Nationals

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	246	4,000	N/A
❷ Tahiti Road	295	5,000	N/A

Techniques

Tahiti Road is set up like an oval with a few left hand turns thrown in for good measure. About 95 percent of the track is raced with your foot to the floor, and getting into the grassy rough doesn't seem to effect your car much. Straightening out from turns plays a huge role in mastering the track, and along with a little brake feathering, you'll be on your way to domination.

US Nationals

Suggested Car: Mitsubishi 3000GT



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Trial Mountain	197	4,000	R Castrol Supra GT (J) '96
❷ Midfield Raceway	345	5,000	N/A
❸ Midfield Raceway	395	7,000	N/A

Techniques

Returning from the original Gran Turismo, Trial Mountain lovers will always remember this track for the deadly set of turns near the front half of the track. Once you learn to take this set of twists and turns slowly (and with caution in traffic), you're well on your way to mastering the track. There are a few places to build up speed—namely, the back straight that winds through the tunnel.

Japan Nationals

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	197	4,000	N/A
❷ Rome Short	295	5,000	N/A

Techniques

The absolute hardest track of GT2, Rome Short (and Full) offers an evil blend of high speed straights and dreadfully slow hairpin turns. It's weird trying to find a car that works well for this course. You usually try to look for either handling or HP, as few cars excel with both. In the case of Rome, however, that's exactly what you need to win; HP *and* handling. At least it's not bad with under 300HP.

US Nationals

Suggested Car: Mitsubishi 3000GT



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Deep Forest	216	4,000	N/A
❷ Deep Forest	295	5,000	N/A
❸ Deep Forest	443	7,000	N/A

Techniques

The front half of this course is all twisted up, making it seem like another one of those slow-ass tracks where handling runs the show. But the back half—whew boy! Talk about speed! It takes a good hybrid car with speed AND handling (that's why I chose the 4WD 3000GT) to master this track. As usual, the AI isn't all that bright, and I found that they can be thrown around like halflings if you hog the track.

EURO PACIFIC LEAGUE

• All GT League races must be completed before entering any of the Euro-Pacific races.

Euro League

Suggested Car: Daisin Silvia GT



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Apricot Hill	591	10,000	R Castrol Supra GT (J) '96
❷ Grand Valley	591	10,000	R Zexel Skyline GT (J) '97
❸ Rome Circuit	591	10,000	R Kure R33 GT (J) '97

Techniques

Even though you'll be outclassed HP-wise, the Silvia more than makes up for it with some awesome handling and predictable/consistent response times. The prize money is minimal, but the racing modified cars are one heck of a prize for a single race. Even if you already have better cars, the racing versions tend to sell extremely well (fetching between 125,000-250,000 credits a pop).

Pacific League

Suggested Car: Daisin Silvia GT



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Midfield Raceway	542	10,000	R Nissan 300ZX GT (J) '97
❷ Seattle Circuit	542	10,000	R Mazda Rx-7 LM Edition
❸ Laguna Seca	542	10,000	R Drag 180SX (J)

Techniques

Again, the Silvia dominates the field if you race it well. Although it's only harnessing 413HP, you have to remember that it only weighs a mere 2,160 lbs. I'd say that's a pretty darn good power-to-weight ratio. The easiest of the bunch (surprisingly) is Laguna Seca (LS). Race LS for the R Drag 180SX repeatedly! It sells for an amazing 250,000 credits. That a lot of dough this early in the game!

• All races for one championship
• 150,000 credit bonus for winning the championship

INTERNATIONAL LEAGUE

• All Euro-Pacific League races must be completed before entering any of the International League races.

GT World League

Suggested Car: R Arta GT-R GT



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Trial Mt.	Free	25,000	N/A
❷ Laguna Seca	Free	25,000	N/A
❸ Apricot Hill	Free	25,000	N/A
❹ Rome Circuit	Free	25,000	N/A
❺ M. Raceway	Free	25,000	R GT-ONE Race Car '98

Techniques

This race should be put off until you've acquired a whole fleet of cars in your garage. Specifically, one of the Arta GT-R GT caliber. If you don't have a car like this (or the money to buy one), it will probably take you a while to even find a car that can hang with the high-powered supercars that rule the GT World League. Knowledge of tuning and the tracks themselves will be essential, along with some of the old patience and persistence. You've raced all the tracks before, so apply the same techniques with a faster car.

SPECIAL EVENTS

Sunday Cup

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	Free	3,000	N/A
❷ High Speed Ring	Free	4,000	N/A
❸ Red Rock Valley	Free	5,000	N/A

Techniques

Although it doesn't offer any special prizes, this set of races is a good way to get some credits built up when you first start out. Get your car hopped up and ready for the Clubman Cup.

FF Challenge

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	295	5,000	Mugen Accord SIR-T (J)
❷ Midfield Raceway	345	6,000	Tom's T111
❸ Trial Mountain	394	7,000	Mugen Prelude Type-S (J)

Techniques

Since the FTO was my original purchase, I wanted to milk every last race that I possibly could with it. It does extremely well for the first two races in this category, although it was starting to get outclassed (HP wise) in the third one.

Mid-Engine Challenge

Suggested Car: Acura NSX Type S



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Grand Valley East	345	5,000	TRD2000GT (J)
❷ High Speed Ring	493	6,000	Tom's To20 (J)
❸ Red Rock Valley	591	15,000	R Ford GT40 Race Car

Techniques

Mid-engine cars don't seem to be "all that" in GT2, so be prepared for a lot of handling setup/tuning. Prone to spinouts, all MR cars should have a Brake Balance Controller. Beating Red Rock Valley gives you the classic Ford GT40 Race Car!

Lightweight K Cup

Suggested Car: New Beetle GLs 2.0



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	147	5,000	Mugen Beat (J)
❷ Seattle Short	98	6,000	Mazda Demio A-Sp. (J) '97
❸ Tahiti Road	98	7,000	Mugen CR-X II (J)

Techniques

The Beetle is relatively cheap (unlike real life), and the competition in all three races bring new meaning to the word "turtle." Expect *extreme* speeds that reach all the way up into the 70-90 mph range. Maybe *extreme* was the wrong word to use...

Luxury Sedan Cup

Suggested Car: Dalsin Silvia



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Circuit	394	5,000	Accord Type-R
❷ Special Stage R5	493	6,000	Chaser TRD Sports X-30
❸ High Speed Ring	591	10,000	GT-R 4 Door Nismo (J)

Techniques

For some odd reason, it doesn't require you to use a so called "luxury car" when entering this event. I found it best to just use a modified race car and blow the doors right off the competition from the get-go.

Convertible Car Cup

Suggested Car: Cobra 427 '67



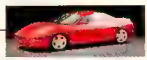
Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	246	7,000	MX-5 Miata A Spec (J
❷ Grindelwald	396	8,000	MR-S Show Version (J) '97
❸ Trial Mountain	591	15,000	R Concept Car LX Edition

Techniques

The Cobra does pretty well on the Grindelwald and Trial Mountain races, especially if you modify it. The suspension, handling, and tires should be your focus (as the car already has gobs of HP at its disposal).

Clubman Cup

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	Free	5,000	N/A
❷ Grindelwald	Free	6,000	N/A
❸ Rome Circuit	Free	7,000	N/A

Techniques

One step up from the Sunday Cup, the Clubman Cup doesn't offer any special cars to unlock either; however, it does reward you with about twice as many credits for the low HP race (though Rome Short is indeed a much harder track than Tahiti Road).

FR Challenge

Suggested Car: Skyline 25GT (2WD)



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Clubman Stage R5	295	5,000	Sileighty (J)
❷ Special Stage R5	443	6,000	Nismo 270R (J)
❸ Midfield Raceway	493	7,000	Mazda Rx-7 GT-C (J) '99

Techniques

The 2WD Nissan Skyline is one of the most underrated cars in the game (since the Skyline is generally thought of for its 4WD performance). As such, you can upgrade the heck out of it with just a few credits. Try it, I think you'll like it.

4WD Challenge

Suggested Car: Nissan Skyline GT-R



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Seattle Short	345	5,000	Legacy Wagon GT-B (J) '96
❷ Seattle Circuit	394	6,000	Nismo 400R (J)
❸ Laguna Seca	690	15,000	R32.5 Skyline GT-R (J)

Techniques

The Skyline again, but this time I chose the 4WD version for its overall compatibility. Good from the factory, the easy to upgrade GT-R is a well rounded car suitable for many races throughout the game. A good investment, bar none.

Compact Car Cup

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	246	4,000	Vitz F (J) '99
❷ Seattle Short	246	4,000	Clio 16V
❸ Autumn Ring	295	4,000	Lupo 1.4

Techniques

A relatively low HP class makes your original purchase the best choice to race this series. The prizes are weak, but the race experience proves itself worthy later on in the game.

Muscle Car Cup

Suggested Car: Corvette 427 Stingray



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Seattle Short	Free	7,000	PT Spyder
❷ Seattle Short	Free	8,000	Shelby Cobra 427 '67
❸ Laguna Seca	Free	10,000	Phaeton (concept car)

Techniques

The "Free" HP class seems intimidating at first, but luckily, you'll be going up against a whole bunch of crappy handling muscle cars (no one ever said they were made for road courses!). The 427 seems to be the best of the bunch, although it is pretty expensive.

Historic Car Cup

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	246	7,000	Mugen CR-X III (J)
❷ Rome Circuit	295	7,000	Europa
❸ Grindelwald	394	8,000	XYR '99 (New Celica)

Techniques

Like the Luxury Sedan Cup, the Historic Car Cup lets you race almost anything that you so desire. For that reason, I simply chose to use one of my existing cars instead of purchasing an entirely new one. I suggest you save some credits and do the same.

SPECIAL EVENTS

Station Wagon Cup

Suggested Car: Legacy Wagon GT-B



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	394	5,000	Impreza STI Ver. V (J) '98
❷ Super Speedway	394	6,000	Mugen Accord Wagon (J)
❸ Special Stage R5	394	7,000	Stagea 200Rs Nismo (J)

Techniques

What can you say about station wagons? Unfortunately, not much. The best bet is to grab a Legacy Wagon and modify the crap out of it, then try to get the HP up to around 325 or 350. With this much power (plus a bit of handling), you should be able to dominate these three races with ease.

Grand Touring Car Trophy

Suggested Car: R Ford GT40 Race Car



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Red Rock Valley	394	10,000	R Daisin Silvia GT (J) '99
❷ Grand Valley	493	20,000	R Mugen NSX GT (J)
❸ Midfield Raceway	591	30,000	R Unisia GT-R GT (J) '99

Techniques

The GT40 only works on the last two races of this series (because of the 492 HP). With the GT40 and its awesome handling, things shouldn't be too tough. The race at Midfield Raceway grants you with the R Unisia GT-R GT, a wickedly powerful ride.

Tuned NA Number 1 Cup

Suggested Car: R Corvette Coupe '96



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Autumn Ring	Free	50,000	MX-5 Miata C Spec (J)
❷ Grindelwald	Free	50,000	MX-5 Miata C-Spec (J)
❸ Laguna Seca	Free	50,000	Spoon Civic Type-R (J)

Techniques

Finding a good car that's naturally aspirated isn't easy. And to make matters worse, they leave the class "Free," meaning that there are no HP restrictions. I chose the Corvette because of its power, but I'll also admit that it handles like poop.

GT All Stars

Suggested Car: Skyline Formula R30



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Super Speedway	Free	50,000	Mine's Lancer Evolution V (J)
❷ Special Stage R5	Free	50,000	Mine's R34 Skyline GT-R (J)
❸ Red Rock Valley	Free	50,000	Speed 12
❹ Rome Circuit	Free	50,000	R ZZII (J)
❺ Laguna Seca	Free	50,000	R390 GT1 Road Car '97

Techniques

The GT All Stars is the home to the toughest set of individual races in the game. The Skyline Formula R30 seems to have trouble keeping up with the supercars in the Rome Circuit, so we recommend switching to the R Unisia GT-R GT for best results.

GT 300 Championship*

Suggested Car: Skyline Formula R30



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Grand Valley East	591	15,000	N/A
❷ Laguna Seca	N/A	15,000	N/A
❸ Deep Forest	N/A	15,000	N/A
❹ Midfield Raceway	N/A	15,000	N/A
❺ Apricot Hill	N/A	15,000	R Weds Celica GT (J) '99

Techniques

All five races are raced sequentially and without interruption (meaning that it's a one shot deal with no saving between races). Because of this, I suggest putting the GT300 off until you've mastered all of the tracks as well as the art of fine-tuning.

*100,000 credit bonus for winning the championship

'80s Sports Car Cup

Suggested Car: Nissan Skyline GT-R



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Trial Mountain	197	7,000	Mugen Ferio (J)
❷ Special Stage R5	345	7,000	Mugen CR-X III (J)
❸ Deep Forest	345	8,000	Mugen Civic Type-R (J)
❹ Seattle Circuit	394	8,000	Mugen Integra Type-R (J)
❺ Tahiti Road	394	10,000	R Skyline Formula R30

Techniques

If nothing else, enter the last race at Tahiti Road and earn yourself one of the best cars in the game, the R Skyline R30. Racing guru and fellow editor Greg "Speed Racer" Sewart swears by it. And this is the guy who won the original Gran Turismo tournament at E3...

Pure Sports Car Cup

Suggested Car: Daisin Silvia



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Laguna Seca	394	7,000	Tom's Angel T01
❷ Deep Forest	443	8,000	ZZIII (J)
❸ Trial Mountain	591	10,000	Tuscan Speed 6

Techniques

The Daisin works wonders—even when outclassed by more than 100 HP. What it lacks it power it more than makes up for in handling and overall driveability. Remember that loads of power won't do you much good if you can't keep your car on the track.

Tuned Turbo Car Number 1 Cup

Suggested Car: R Unisia GT-R GT



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Special Stage R5	Free	50,000	R R33 Drag GT-R (J)
❷ Test Course	Free	50,000	Mine's R33 Skyline GT-R (J)
❸ Deep Forest	Free	50,000	R R33 Drag GT-R (J)

Techniques

The Test Course is excellent for earning quick cash, and is definitely the second best way in the game to do it (if my aforementioned Laguna Seca trick is too tough for you, then this is your bag). The Unisia *owns* this event.

'80s Sports Car Cup

Suggested Car: R Daisin Silvia



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Apricot Hill	493	15,000	TRD3000GT (J)
❷ Trial Mountain	493	15,000	Camaro Z28 30th Ann. '96
❸ Laguna Seca	493	15,000	Tom's Supra (J)
❹ Deep Forest	493	15,000	Tom's Supra (J)
❺ Rome Circuit	493	15,000	TRD3000GT (J)

Techniques

If winning some wicked rides seems cool to you, then the STT is right up your alley. The Daisin falls a bit short of the 493HP limit, but it more than makes up for it in the handling/cornering department. The STT is one of the easier final events.

GT 500 Championship*

Suggested Car: Skyline Formula R30



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Laguna Seca	Free	50,000	N/A
❷ Super Speedway	N/A	50,000	N/A
❸ Rome Circuit	N/A	50,000	N/A
❹ Trial Mountain	N/A	50,000	N/A
❺ Apricot Hill	N/A	50,000	R Arta GT-R GT (J) '99

Techniques

An open class version of the GT300, the GT500 steps up the competition with even tougher cars and a couple more intricate tracks. The Rome Circuit is the worst of the bunch, so try to get a lead in the points battle early on for best results.

*200,000 credit bonus for winning the championship



Touring Tomba's 137 Objectives

by Todd Zuniga
todd_zuniga@zd.com

I went into Tomba! 2 with the same foolish arrogance that I approach all games with: I knew I would beat it, and beat it quickly. Well, let me just say that humility has stormed back into my gaming life. Tomba! 2 is way tough, and some of the connections you'll need to make to beat this game are better left to the Platos, Aristotles, and Freuds of the world. This game is as much about stumbling into objectives by wandering around in loony suits as it is connecting the hardly-linear boundaries of the cosmos.

There are lots of items, an arc-load of objectives, and a couple of weapons thrown in to mix it all up. Just remember to have patience and a photographic memory. Those two things might make Tomba! 2 tolerable. Oh, it's fun, don't get me wrong, but the risk-reward system is a bit on the ridiculous side.

database

time to complete 35 hours
challenge Insane
best item Grapple
best outfit Squirrel Clothes
best advice Pay close attention to the text
also try Tomba!
system PlayStation
publisher Sony
developer Whoopee Camp
www.playstation.com

EVERYONE
E
CONTENT RATED BY ESRB

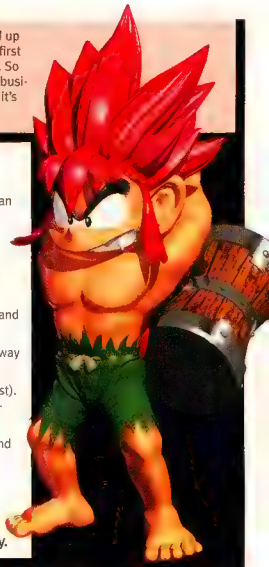


1. Find Tabby!

There are a lot of things to do in Tomba! 2, and it's quite easy to get confused and end up with a laundry list of things to accomplish without a clue as to what is what. The very first task you are asked to accomplish, "Find Tabby!" will be the last objective in the game. So don't let those looming red letters distract you on your Events list. Just go about your business, doing whatever the people in each world ask of you. Try to do a task as soon as it's presented to you; otherwise, you may end up with a long list and no answers.

Weapons of Choice

- **Blackjack:** Tomba's starting weapon. Not very useful, but it fires pretty quick and can stun enemies that are just as easy to jump on.
- **Boomerang:** Acquired on the rope bridge after you use the Star Cog in the Town of the Fishermen. Weak, but good to use for acquiring hard-to-reach objects.
- **Ice Boomerang:** Acquired in the Pipe Area in the Large Underground Mine. Used to cool off fiery opponents and to put out fires on chains. Also effective against ghosts.
- **Hammer:** Acquired in the Trolley Station in the Pipe Area. Used to smash switches and special devices. Great for opening up hidden areas.
- **Fire Hammer:** Acquired in the Ranch Area of Kujara Ranch. Useful for hammering away at enemies in the marmoreal cold that are immune to other attacks.
- **Grapple:** Acquired in the Laughing/Crying part of the Donglin Forest (in a Blue Chest). Useful for swinging around and going to those hard to reach areas. Also good for popping those jiggly water plant things with goodies inside.
- **Pig Bullet:** Acquired by using the Ice Pig Robe to turn 30 enemies into Ice Candy and turning them over to the Ice Candy man in Circus Town. Used to make big pigs tiny.



EVENT INDEX

Below is an alphabetical list of events. Use this to find events throughout this guide. Just remember—the first (or actually last) event is to find Tabby.

103	100 Year Old Man	135	The Evil Ice Pig Plate!	101	Lift the Lid on the Well!	58	Snow Firefly Nest
24	Adventurer's Chest	137	The Evil Water Pig Plate!	32	Look for the Hammer!	46	Starving Charles
60	Adventurer's Clue	61	Fatigue-Curing Spa	18	Lost and Found	107	Starving Traveler
11	Annoying Mushroom	8	Feed the Chicks	43	Lost Clay Spatula	65	Static Explosion
87	Baron Turned to Stone	123	Find Another Reflector!	35	Make a Light Alloy	67	Strange Fruit
28	Blast the Rock!	131	Find the Last Evil Pig!	54	Melt the Giant Ice!	17	The Stuck Fishhook Line
12	Berry Nuts Harvest	117	Forgotten Rucksack	110	A Mermaid in a Water Tank!	36	Super Fast on the Trolley
29	The Best! Hash Potatoes!	42	The Fuel That Burns Well	78	More Blue for the Picture!	85	Switch with Donglin
52	Bring the Big Sack!	27	Get Bombs!	51	Mythical Tower of Courage	59	Taboo Fruit
120	The Broken-Up Mermaid Harp!	44	Get Clay from the Mud	49	Mythical Tower of Strength	82	Take the Grapple!
38	Bury it in the Sand!	94	Getwell Plant Heals Wounds	50	Mythical Tower of Wisdom	10	Tiny Mouse's Berry Nuts
127	Capture Evil Earth Pig!	80	Ghost Sticker	121	Nishiki Bird Servants	9	The Tiny Mouse's House
126	Capture Evil Flame Pig!	2	Go to the Burning House!	30	Normal Fruit	128	Tiny Tomba Mini Tomba
128	Capture Evil Ghost Pig!	125	Golden Tower	62	Oil-Smeared Traveler	124	Too Dark to See!
129	Capture Evil Ice Pig!	53	The Hidden Diary!	108	Open the Water Gate	33	Trolley Ticket
130	Capture Evil Water Pig!	111	Holy Pedestal	116	Other Side of the Waterfall	112	The Ultimate Sculpture
132	Capture the Last Evil Pig!	69	Holy Tree	100	Pig Ball to the Pigs	99	Unmoving Blessed Priest
6	Chick from an Egg	21	I'm Thirsty	102	A Pig Tribe Clown Statue!	93	Use Pig Suit to Talk!
115	Closed Clamshell	106	Invisible Mirror	89	Potato Bug Eats Leaves	91	Use Rock Crabs for Balance!
98	Collect Ice Candy	97	Invisible Traveler	3	Pour the Water in!	92	Use the Seesaw!
84	Collect Snow Fireflies	66	Itchy Charles	31	Precious Ring	122	Wake Up the Giant Fish!
16	Collect the Golden Crabs!	77	Kill the Guards!	26	Pull and Open!	39	Wash the Strange Lump!
47	Cooking with Tomba!	56	Kujara's Favorite!	76	Put in the Spirit's Eye!	73	Wash the Kujara
41	The Cook's Special Menu	75	A Kujara Washing Expert	34	Quick! The Trolley?	74	The Washing Machine Fuse
22	Cools Off and Disappears!	72	Kujara Washing Shed	64	Raise the Ladder!	14	What's inside the Mud?
13	The Crab Basket!	105	Large Flower Seed	68	A Rare Collection	15	Where Is the Bird's Nest?
83	The Crying Door	84	The Laughing Door	63	Ready or Not! Here I Come!	48	Where's My Son?
100	Crystal Panel Blocks a Hole!	86	Laughing Traveler	20	A Red Treasure Chest	70	Who's the Liar?
40	Deliver to Gran!	37	Let's Go to Tabby's House!	23	Remove All the Cappers!	5	Wind It Up!
88	Device Guards the Treasure!	96	Let's Help the Clown!	4	Save the Crab!	19	Win's Windmill!
71	Escaped Kujara	45	Let's Make a Pot!	25	Sea Anemone's Burning Dregs	79	Witch's Concoction
134	The Evil Earth Pig Plate!	7	Let's Make Dried Fish	55	Sea Anemone's Ice	119	With the Nishiki Bird
133	The Evil Flame Pig Plate!	95	Let's See the Clown Circus!	113	Secret of the Aquatic Plant	90	Wormy Charles
136	The Evil Ghost Pig Plate!	57	Let's Take the Lift!	114	Sink the White Platform!	104	Yan of the Hidden Vilage

The Starting Beach

WORLD 1

You'll start out on the Starting Beach with a world of wonder before you. You'll be led around this world with suggestions of what to do next. Enjoy it—before entering Waterfall of the Heavens, you're as trapped as a determinist.

TOWN OF THE FISHERMEN

2. Go to the Burning House!

Before you can even prance around the Town of the Fishermen, you'll be asked to go to the burning house. Hop on a seesaw and walk across to the other side. Then, go east, young man.

3. Pour the Water in!

After going to the burning house, jump up and grab the Bucket hanging from a fishing rod. Hop on the seesaw with the spigot on it. Get the water drops by standing beneath them.

4. Save the Crab!

Once you've doused the flame in the burning house, Kainen will come from the burnt ruins and you'll get a Golden Crab. That's all you'll have to do to save him.

5. Wind It Up!

Grab the Star-Shaped Cog from the Drying Net and take it to the House on the Point. The fellow inside will take it and head over to raise the rope bridge so you can go across.

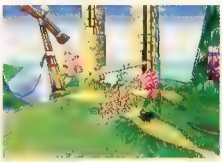


6. Chick from an Egg



Once you get the Boomerang from the rope bridge, go back and knock off those eggs on the seesaws. They'll roll into the barrels. Hit the barrels and a Chick will roll out of each.

7. Let's Make Dried Fish



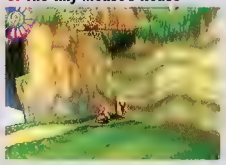
Go to the House on the Point once you've gotten some of the fish that are lying around. Take them to the Drying Net, and once it's down, use your fish. Go back later to get them.

8. Feed the Chicks



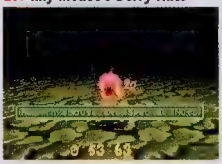
After dismissing the second Capper in the Pipe Area, ride the steam to a Red Chest dangling from a chain. Inside is Chick Food. Take it to the tree in the Town of the Fishermen.

9. The Tiny Mouse's House



Once you've made yourself Tiny Tomba in the Water Temple, jet back to the tiny doorway in the Town of the Fishermen using Magic Wings. Go inside.

10. Tiny Mouse's Berry Nuts



Once you're in the Tiny Mouse's House, chat with the mouse in the corner. You'll be invited to collect Berry Nuts. Collect 100 and you'll be beloved and invited back for more.

11. Annoying Mushroom



It's almost impossible not to have grabbed the spoon between the two aquatic plants in the Waterfall of the Heavens. It's used to uproot the monster mushroom.

12. Berry Nuts Harvest



You'll be racing against the clock again after you talk to the mouse in the corner of the Tiny Mouse's House in the Town of the Fishermen. Collect 200 Berry Nuts to be a folk hero.

WATERFALL OF THE HEAVENS

13. The Crab Basket!

First, punch a pig in the stomach with your Boomerang to get the Crab Basket away from him. After that, it'll be nearly unreachable. Go to the Waterfall of the Heavens, and then come back to get it.

14. Adventurer's Chest

Once you've crossed the bridge toward the Waterfall of the Heavens, you'll see a path by a tree. Go up and find an Adventurer's Chest. If you have 30,000 points, it'll give you a Pig Nose Panel.

15. Where Is the Bird's Nest?

The tree right by the opening of the game (accessible once you venture across the seesaws) is where you need to go after you've acquired the two Chicks from the eggs on the seesaws.

16. Collect the Golden Crabs!

Once you've acquired the Crab Basket, you'll be asked to collect all of the Golden Crabs. Both of the Crabs you'll need to find are located in the Waterfall of the Heavens.

17. The Stuck Fishhook Line



Jump and swing over to the fisherman in the Waterfall of the Heavens. He'll tell you his Float is stuck. Swing to the top of the building and jump on the Float—he'll reward you with Bird Clothes.

18. Lost and Found



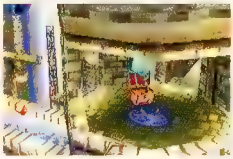
Flip the barrels so the tops are the same color (don't forget the ones in the Waterfall of the Heavens). The water will drain so you can access the Golden Fishhook. Bring it to the fisherman.

19. Win's Windmill!



Once you've gotten your Crab Basket and commandeered all of the Golden Crabs, head to the Windmill in the Waterfall of the Heavens.

20. A Red Treasure Chest



Once you've achieved Win's Windmill, you'll be given a Red Key by your aged friend. Now you'll have the ability to open Red Chests everywhere!

Large Mine Underground

WORLD 2

There are several different areas in the Large Underground Mine and plenty of events to overcome to get through it. Remember to keep your feet out of the lava in the Pipe Area. And in the Coal-Mining Town, leave no house unopened.

PIPE AREA

21. I'm Thirsty!
The first door on your left inside the Pipe Area will have a thirsty man. Go over and fill your bucket with water from the Town of the Fishermen, then bring it to him and he'll give you information.

22. Cools Off and Disappears
Once you're inside the Pipe Area and you've acquired the Ice Boomerang, all you'll need to do is hit those fire globs that are on top of the pipes (they're called Cappers). Hit one and you're set.

23. Remove All the Cappers!
Once you've got the Ice Boomerang, run around and use it on all of the Cappers that are on top of the pipes. Make sure you toss them left or right—if you throw them down, they'll clog the works.

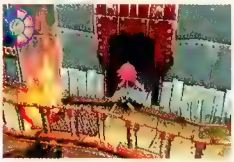
24. What's inside the Mud?
Continue to the right on the main pipe to find a drawbridge. Grab the far chain and nab the Mudball Surprise from the other side. Take it to the Washing Machine in the Coal-Mining Town.

25. Sea Anemone's Burning Dregs


Be sure to grab a pig and throw it at the the flaming-spitting plants whenever you see one. You'll then have to use your Ice Boomerang to break it up. Take what's left over.

26. Pull and Open!


There are two chains that are attached to the doorway leading to the Coal-Mining Town. Find those after the Cappers are gone and pull. Go to the lower level pipe for the second one.

27. Get Bombs!


Go to the door on the walkway right inside the Pipe Area. Once you have the hammer, you'll be able to hit the pad to open the door. Go inside the Powder Room to find the bombs.

28. Blast the Rock!

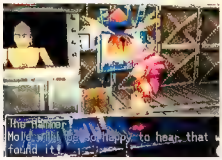

Once you've got the bombs from the Powder Room, make your way over to the drawbridge. You'll see Gran trapped behind a monstrous boulder that has no business whatsoever being there. Go ahead and put the bombs down; then, Tomba will back away with a plunger. You'll have to use that trusty Hammer on the plunger to explode the rock. It's a cool way to get a hand massage if you've got your Dual Shock working.

29. The Best! Hash Potatoes!
Once you get a Potato from the Kujara Ranch, take it to the drawbridge in the Pipe Area. Put it under the faucet and hit the switch twice with a Hammer. Pick up the Potato and it will be boiled.

30. Normal Fruit
Once you've got the White Key, head over to the Trolley Entrance and go into the Laughing Door. It's easier if you have the Strange Fruit. You'll find the Normal Fruit hidden inside.

31. Precious Ring
Talk to the guy across from the opening of the Coal Mining Town once the fire is out. Go to the chain below the drawbridge. Sail to the left and drop into a black space between the dirt road.

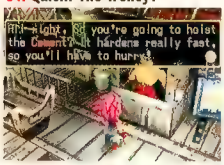
TROLLEY ENTRANCE

32. Look for the Hammer!


Once you find out the Hammer is lost, all you'll need to do is mosey on over to the inside of the Trolley Stop. The Hammer will be lying there and it'll be yours for the using.

33. Trolley Ticket


Go into the Large Shed in the Coal-Mining Town to get the Trolley Ticket from the guy with a bandaged hand. Take it to the Trolley in the Pipe Area to start the ride.

34. Quick! The Trolley?


After you've gotten the Trolley Ticket and taken it to the Trolley Entrance, you'll have become a master of the Trolley Rails. You'll have one minute and 16 seconds to finish.

35. Make a Light Alloy


Take the Low-Purity Lightomite and the Low-Purity Hardomite to the Burning Machine once the heat is turned up. Then take them to the Combining Machine, and then the Trolley.

36. Super Fast on the Trolley
After you've mixed the prized elements that make the Light Alloy, you'll need to head back to the most difficult event of the entire game: Super Fast on the Trolley. This second time you'll be lightning fast, but so will the time to beat. You'll need to accomplish the race in a blisteringly speedy minute and 10 seconds to win. There are a couple of different tactics you'll need to keep in mind: First of all, there are very few times where you can use your brake. If you end up using your brake for more than three full seconds, you're going to have the cement harden and you'll need to start over. If you master the impossible and end up winning (We raced more than 40 races and the best time that we came up with was 1:09.90—so there's no room for error), you'll be rewarded with the Golden Sun.



COAL-MINING TOWN

37. Let's Go to Tabby's House!
Head to the Coal-Mining Town and go straight up the two flights of stairs, passing the Cafeteria on your way. At the top of the stairs, turn right to find Tabby's house.

38. Bury It in the Sand!
Inside the Coal Mining Town, find the blinking wheelbarrow and fill it with the sand coming off the conveyor belt. Then, bring the sand to the hole on the same level three times.

39. Wash the Strange Lump!


Once you've filled the hole with sand, go to the upstairs of Tabby's house and get Gran. Then go into the Underground Machine Room and Gran will be there.

40. Deliver to Gran!
Gran will drop his Trolley Rail after you free him from behind the rock with the bombs. Pick up the Trolley Rail and take it to him in the Coal-Mining Town. He'll be outside the entrance to Tabby's.

41. The Cook's Special Menu
Bring either a Boiled Potato, a Big Steak, or a Dried Fish to the cook in the Cafeteria. He'll make special dishes that cure different conditions. Look at the menus to find out what he'll make.

42. The Fuel That Burns Well


Inside the Pipe Area, go straight across without jumping. You'll find a chain with a Red Chest at the bottom. Inside is the Power Coal. Go upstairs at Gran's and take the conveyor belt to the goofus who's shoveling coal.

43. Lost Clay Spatula


In the Shed, find the guy on the right. He'll ask for the Clay Spatula. Go to the house across the road and examine the pot. Look inside to find the Clay Spatula, then bring it back to him.

44. Get Clay from the Mud


Take the Clay Spatula to the fellow in the Large Shed. Give him some Clay (made from washing mud in the Washing Machine) and he'll put a pot together for you.

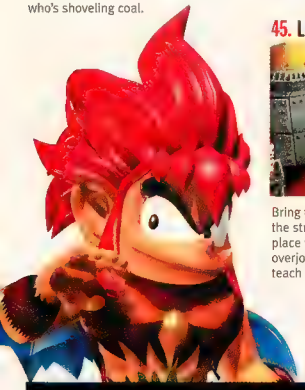
45. Let's Make a Pot!


Bring the Master Pot to the guy across the street from the Large Shed (the place where you broke the pot). He'll be overjoyed with your gift and then he'll teach you the 1/2 Spell of Courage.

46. Starving Charles
Take the Bananas (found in the Pipe Area) to the Burning Machine and cook them. Then find Charles in the house that's across the road and up the stairs from the far door of the Large Shed.

47. Cooking with Tomba!
Find the Cafeteria in the Coal-Mining Town (up the first flight of stairs to the left). Grab a piece of meat from inside and bring it to the Burning Machine to make a Big Steak.

48. Where's My Son?
Talk to the bandaged woman in the house across from the entrance to the Coal-Mining Town. Find her son in Circus Village and give him the Getwell Plant. After that, revisit her in the Coal-Mining Town.

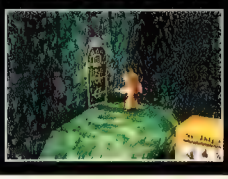


The Mythical Towers

49. Mythical Tower of Strength
Go to the Kujara Ranch and travel to the wooden ledge at the top left of the level. Use the Spell of Force and you'll have access to the Torch Hammer, the perfect tool for crushing blocks all over the Kujara Ranch.



50. Mythical Tower of Wisdom
Head to the Deep Forest and go to the area where you acquired the Rock Crab and broke open an Adventurer's Chest. Get close to the wall and scream out the Spell of Wisdom. Grab the troubling-but-useful Grapple Jack.



51. Mythical Tower of Courage
In the Pipe Area, go all the way across and reach the last chain that usually lowers the drawbridge. There is a ledge sticking out of the wall. Use the Spell of Courage to open the door. Inside is the Glacier Boomerang.



Quick Trips

There are four different ways to scoot around Tomba's world. Here is some info on where to find each one.

Magic Wings
Whenever you pour water into those thirsty pink flowers, you'll be rewarded with two Magic Wings.

Coal Mine Bell
Once you have both the Blue Key and the Hammer, go to the little area outside the Cafeteria in the Coal-Mining Town. Use the Hammer on the off colored pegs and you'll find the Coal Mine Bell inside the chest. It will instantly return you to the Coal-Mining Town whenever you use it.

Donglin Bell
Use your Fire Hammer in the Donglin Forest to smash the tongue of the guard. After he's been defeated, you'll receive the Donglin Bell. Whenever you ring it, it will instantly return you to Donglin Forest.

Super Fly
Inside the Laughing/Crying Forest you'll find the stone dog statue. Once you can get Holy Water from the Water Temple, take it and dump it on the statue. You'll then have Super Fly to take you to whatever world you want to go to (as long as you're not in a Miniaturized State).

Spells Bells

Throughout Tomba! 2 there are opportunities to learn 1/2 Spells. Once you have a complete spell, you can open doorways to the Mythical Towers. The location of the Mythical Towers are located at the bottom of this page, but you can't find them without the spells.

1/2 Spell of Courage (1)
Get this in the house across the street from the Large Shed in the Coal-Mining Town after you hand over the Master Pot.

1/2 Spell of Courage (2)
Acquired after completing "Where's My Son?"

1/2 Spell of Strength (1)
Guess right in "Who's the Liar?" to get this.

1/2 Spell of Strength (2)
Bring the Mermaid Scale to the "Closed Clamshell."

1/2 Spell of Wisdom (1)
Acquired once you've completed "Too Dark to See" in the Water Temple.

1/2 Spell of Wisdom (2)
Acquired after completing "Escaped Kujara."

Strange Creatures

In Kujara Summit there's a man searching for rare animals. If you find them all, he'll expose you to a Taboo State that enables you to run faster and jump higher than before (which is of little use by the time you have it). Below is where you'll find these awkward-looking specimens.

Rare Fish
This is found hanging from the fishing pole in the Town of the Fishermen, right by the beginning of the game.

Rare Squid
This is hidden inside a frozen aquatic plant in the Kujara Summit. Use your Grapple to free it.

Rare Shrimp
In the Laughing/Crying Forest, hit the flower near the water with your Hammer so the Shrimp will pop out of the water.

Rare Crab
In the Water Temple, go past the water tank, then climb up. It will be floating in the water.

Clothing



Bird Clothes

Once you unhook the fisherman's line, he'll reward you with these fancy-schmancy duds that allow you to stay aloft a bit longer when jumping.

Squirrel Clothes

Probably the most useful suit you'll find in the game, this garb allows you to tap the Square button to flap its wings. It's a perfect way to stay away from dangerous falls. And it's way cute.

Pig Suit

Once you lower the drawbridge in Circus Village, take the key from the door frame and bring it to the closet in the Circus Warehouse. It will allow you to talk to the pig people.

Swimming Pig Suit

This little outfit comes in handy when you're in the Water Temple (and in other worlds to find hidden things). Go to the Water Temple and bring the mermaid the Crystal Panel to block the leaky hole. She'll hook you up with the revised duds.

Kujara Ranch

WORLD 3

Before Tomba showed up and the Evil Pigs reigned supreme, Kujara Ranch was a glowingly Floridian area. And it will be again if Tomba does what he does best.

RANCH AREA

52. Bring the Big Sack!
Once you enter the Kujara Ranch, use the Hammer to open up the chimney to see Santa Claus. Find his Big Sack beneath a snowball on a walkway and return it to him.

53. The Hidden Diary!
Once you've entered Santa's chimney, look to the far side of the room and push the box. Inside the Red Chest is the Travel Diary. Take it to the guy next to the stacked treasure chests.

54. Melt the Giant Ice!
Once you've got the Fire Hammer from Santa, go to the big glob of ice on the right. Sure it's a big icy pig, but after you use your big Hammer to break through, it's mission accomplished.

55. Sea Anemone's Ice
Grab a snowball and throw it at one of those slinky-looking snow suckers called Anemone's. It will swallow down the snowball and immediately turn to ice. You can then crack it open with the Fire Hammer to expose Anemone's Icy Dregs. Once you've made your way into Donglin Forest you can find the Witch's House at the top of the forest. Bring her two pieces of the Anemone's Ice and she'll equip you with Cold Powder which will help protect against the cold.

56. Kujara's Favorite!

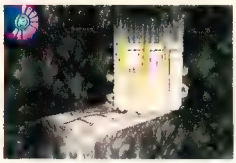
Once you start in on Kujara Ranch and get the Fire Hammer, start pounding any snowball in sight. One will spawn a pink Kujara Peach. Grab it and go to the Lift Sned.

57. Let's Take the Lift!

Once you've gotten the lift running by bringing the Kujara Peach, the heavens won't exactly open up—but you will finally be able to take the lift to the Ranch Summit.

58. Snow Firefly Nest

Once you have the Grapple from the Laughing/Crying Forest, go to the far left of Kujara's Ranch Area where the blue bird is. Use the Grapple to go above the blue bird nest and find a rock. Push it and capture the fireflies.

59. Taboo Fruit

This goal is kind of in between worlds. To get to it, you'll have to climb the Holy Tree while in a Taboo state (go to where you delivered the rare animals). Dive right into the lighted box and pick up this morsel.

60. Adventurer's Clue

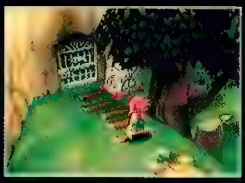
Chest #1: Beach
Head over the rope bridge, and you'll find the Beach's Adventurer's Chest by the door locked on the opposite side.

Chest #2: Pipe Area
Go to the bending pipe and jump onto the chain that you used to lift the doorway to enter the Coal-Mining Town. Jump to the left to find the Underground Adventurer's Chest.

Chest #3: Kujara Ranch
Go to the east and you'll find icy poles. If you have the Squirrel Clothes, you can scoot on these things without slipping. Go to the right and then go up to find a 500,000 AP Adventurer's Chest.

Chest #4: Deep Forest
Go to the far right area at the bottom of the Deep Forest. You'll need to have the blocks in place to jump to the AP box. Balance the seesaws in different ways to move the boxes around. You'll need a cool 1,000,000 AP to open it.

Chest #5: Town of the Fishermen
Once you've earned a whopping 2,000,000 AP, head into the Tiny Mouse's House in the Town of the Fishermen. Open this one up and you're done with the Adventurer's Chests.



So what do all of those Adventurer's Chests get you? First, get a Pig Panel from each and take them to expose the Golden Tower in the Water Temple. Inside you'll need to bring the old guy the Golden Sun, the Golden Moon, and the Golden Star. You'll also have had to acquire the three weapons from the Mythical Towers. If you do, the old man will hand over Golden Dust.

RANCH SUMMIT

61. Fatigue-Curing Spa
Once you enter the Kujara Summit, you'll see an empty pool with Kainen inside freezing his fanny off. Take a Bucket, fill it with hot water, and dump it in the fountain.

62. Oil Smeared Traveler
Make a Steak Sandwich by bringing a cooked Piece of Meat to the Cafeteria. After that, go into the Operations Room at the Kujara Summit. Give the sandwich to the guy with oil on him.

63. Ready or Not! Here I Come!
You'll have to find the three kiddies in Squirrel Clothes to achieve this one. The third little tike can only be found after you've taken out the Ice Pig, so don't bother with it until then.

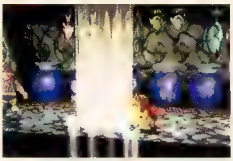
64. Raise the Ladder!
Go to the top of the summit to find a place to use the Hexagon Crank. Then go to the left and break up a hunk of ice harboring the Hexagon Gear. Bring it to the crank to raise the ladder.

65. Static Explosion
Pham needs the static electricity of three Kujaras to open the path to the forest. Find the three Kujaras that are all trapped in blocks of ice in the Ranch Summit area and bring them to Pham.

66. Itchy Charles
Grab the Itching Salve from inside an ice block and take it to the Tool Shed. Jump on Charles to calm him, then use the Itching Salve to cure his problem. You'll have to wipe it on yourself. Yuck!

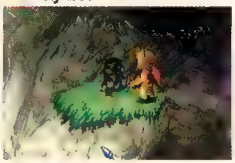
67. Strange Fruit


Get into a Crying State and mosey over to the Crying Door in Kujara Summit. There will be a Blue Chest with the Strange Fruit inside. This will always switch your Laughing/Crying State.

68. A Rare Collection


Break the ice block in Kujara Summit and go into the hole where the man is searching for the four rare animals. Check the sidebar on pg. 68 to find out where all the animals are at.



69. Holy Tree


Head to the area above the blue bird's nest. It's a tough incline to master, but once you're up there, look left and up. You'll see a Holy Tree. Dump Holy Water on it and watch it grow.

70. Who's the Liar?
After melting the ice in Kujara Ranch and nabbing the hide-and-go seekers, head to the Summit and go in the first opening. Inside you'll have to detect which child is lying three times.

71. Escaped Kujara
Once the Kujara Ranch is freed from the Evil Pig spell, go into the pathway that connects Kujara to the Donglin Forest. Inside you'll chat with the guy who had you bring him the Kujaras to pull off "Static Explosion." The Kujaras are loose again and they really need a haircut. Find them in the Kujara Summit.

Those Awful-Smelling Pig Bags

Having these little items is the only way you'll be able to capture the Pig Bosses scattered around the Tomba world. Here's where you'll pick them up.

Flame Pig Bag
You'll get this hunk of burnin' bag from Gran in the Coal-Mining Town. Once you've freed him using the Bombs and taken his trolley pieces back to him, a rousing cinema will follow. After that, he'll hand over the Flame Pig Bag.

Ice Pig Bag
Once you've achieved "Static Explosion" in the Kujara Summit, your good buddy Pham will give up his beloved Pig Bag.

Ghost Pig Bag
Kainen will pop in and give you the Ghost Pig Bag after you've completed "Use Rock Crabs for Balance!" This will be in the Treasure Room between the Circus Village and Donglin Forest.

Earth Pig Bag
Once you've shattered the Pig Tribe Clown Statue, just mosey down the chain that appears. Reach the bottom and you'll get the Earth Pig Bag.

Water Pig Bag
Once you've shaken the Great Fish awake and entered the Great Temple, you can use that Mystery Reflector found in the Kokka egg in the Kujara Ranch. A room will open and the Water Pig Bag will be sitting there.

Final Pig Bag
You'll need to lower the far right chain (beneath the drawbridge) to get to the Underground Mine. From there you'll see Kainen (as long as you've defeated the other Pig Bosses). He'll hand over the Pig Bag, and if you talk to him after he does, he'll open the door. You can never go back after you go inside, so be sure to save before you do!

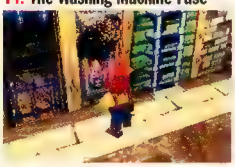
KUJARA WASHING SHED

72. Kujara Washing Shed


Once you've chatted with the woman outside of the Sculptor's Hut, hop over to the previously locked door on the far right (just below the door to the forest).

73. Wash the Kujara


With all the annoyance of a girl who calls too much, you'll have to wash the Kujaras. Quickly dump them into the machines. Do it three times to accomplish this.

74. The Washing Machine Fuse


Go to the Tool Shed where you'll find Itchy Charles and grab the box on the far wall. Take the Fuse to the Kujara Washing Shed and talk to the weeping lady there.

75. A Kujara Washing Expert


After the fuse is in place, complete seven more levels of stupid Kujara washing to get a Golden Moon. This isn't difficult, but it's annoying as can be. Seven times turns into a nightmare.

Donglin Forest

WORLD 4

Donglin Forest is haunted with ghosts that can intimidate you, make you invisible, or just annoy the bejesus out of you. Remember that there are plenty of places to go up. Here's where you'll get the great Grapple.

THE FOREST ENTRANCE

76. Put in the Spirit's Eye!



Chat with the first guy in the Donglin Forest, then arm your Ice Boomerang. Run around and hit all the ghosts—then jump on their backs and throw them. There are three of them to throw.

77. Kill the Guards!



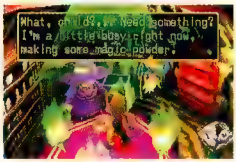
Once the spirit's eyes are in place, hit the tongue of the monster on the far left with your Fire hammer three times. It's easier if the hands have grabbed you to make you invisible.

78. More Blue for the Picture!



Go to the top of the far left crank in the Donglin Forest opening. A Blueberry will fall—pick it up and take it to the Artist's Atrium, located up and to the left of where the Blueberry originally fell.

79. Witch's Concoction



In a Laughing State, go to the northeast section of the Donglin Forest opening, then enter Witch Mizuno's Hidden House. Give her two of the Anemone's Dregs (either burning or icy).

80. Ghost Sticker

In the Forest, let the ghost with spinning hands grab you so you'll be invisible. Go into the Ghost Sticker. A Dry Fish Sandwich returns you to normal.

81. Collect Snow Fireflies

Collect 19 Snow Fireflies and take them to the guy at the top left of Donglin Forest. Become invisible to get the Light Cutting Box from the Ghost Sticker.

The Golden Symbols

Acquiring all of these symbols has a definite purpose. Bring them all to the Golden Tower after you have all of the Pig Panels. If you have all of the Golden items and you've gone into the Mythical Towers, you'll receive Golden Dust.

Golden Sun
Defeat "Super Fast on the Trolley" for this prize.

Golden Star
Complete "Berry Nuts Harvest" inside the Tiny Mouse's House.

Golden Moon
You'll need to become a "Kujara Washing Expert."

LAUGHING/CRYING FOREST

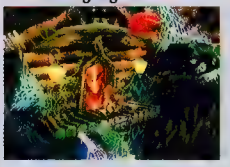
82. Take the Grapple!

There are three pegs in the Laughing/Crying Forest that you need to hit in order to expose a Blue Chest. Inside is the awesome Grapple.

83. The Crying Door

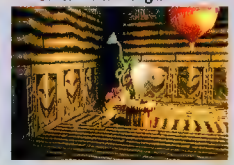
Jump on top of a frowning purple tomato and you'll enter a Crying State. Go into any of the frowning blue doors to finish this objective.

84. The Laughing Door



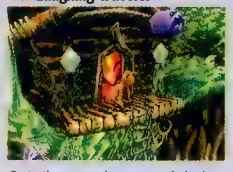
Hop onto a smiling red tomato to enter a Laughing State. Then enter one of the smiling red doors to achieve this objective.

85. Switch with Donglin



Go into the Laughing Door. Push the block on the left to the right and then jump on it. All of the acorn halves throughout the world will turn over.

86. Laughing Traveler



Go to the room where you switched the Donglins and bring a Hash Potato Sandwich to the laughing fellow to cure his giggling ills.

87. Baron Turned to Stone



Bring Holy Water to the opening of the Laughing/Crying Forest. Dump it on that doggy to get Super Fly so you can fly anywhere in the world.

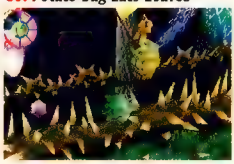
THE DEEP FOREST

88. Device Guards the Treasure!



Go through and step on all of the see-saws so that the symbol in the middle has the opening facing up. You can then sky across using your Squirrel Suit to the open door and the Treasure Room.

89. Potato Bug Eats Leaves



Follow the white string from the seesaw and knock the caterpillar loose. Then follow him so he is always climbing down. Once he reaches the leaf at the bottom, jump on him.

90. Wormy Charles



Hop onto the back of the caterpillar after he's gotten to the leaf at the bottom of the level. Jump on his back and he'll take you to Wormy Charles. Then he'll eat the leaves off of Charles.

91. Use Rock Crabs for Balance!



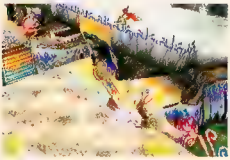
Go to the low, far left of the Deep Forest to acquire the Rock Crab. Take it to the top left of the Deep Forest where you enter the Treasure Room (and eventually the Circus Town).

Circus Village

WORLD 5

As intimidating and frightening as clowns are, *Poltergeist* lovers everywhere will cringe at the sight of the Circus Village. Not only are there clowns everywhere, but they've been transformed into pigs. Is there anything more horrifying?

92. Use the Seesaw!



Before getting the Pig Suit, you'll have to roll the ball from the left side of Circus Village to the round end of the seesaw. Then, hit it with your Hammer. Do it again, one level up. Push in the direction you want to lead the ball.

93. Use Pig Suit to Talk!



This is as easy as pie. After using the seesaw, run over to grab the key, then get the Pig Suit from the closet. Then use it to talk to any pig you want. It's like you've learned an entirely different language from clothes alone!

94. Getwell Plant Heals Wounds



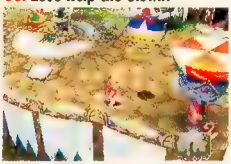
Once you've got the Pig Suit, go down the first ladder on the left from the entrance. A pig will hand over the Getwell Plant. Bring it to the kid near the entrance.

95. Let's See the Clown Circus!



Past the spot where you picked up the key, the kid in the Pig Suit will whine about wanting to see the circus. Accomplish "Let's Help the Clown!" then go back and talk to the kid.

96. Let's Help the Clown!



Go to the clown by the high wire and talk to him after you've started the "Let's See the Clown Circus!" act. He'll drop a pillow—when he starts falling, you'll need to catch him on it.

97. Invisible Traveler

In the first building on the right, near the entrance to Circus Village, you'll find an invisible dude. He'll whine about how lonely he is—we should all try to sympathize a little bit. Give him a Dry Fish Sandwich to cheer him up.

98. Collect Ice Candy

Once you have the Evil Ice Pig Suit, you can use it to turn enemies into Ice Candy. Yum! Once you've converted 30 of these buggers into tasty treats, deliver them to the Ice Candy entrepreneur in Circus Village.

99. Unmoving Blessed Priest

Once you've poured water into all of the thirsty pink flowers, you can go to Circus Village and go to the fountain in the middle of town. You'll then exchange Clues (found in the Trolley race) for info on where to find the Pig Bosses. More Clues equals more info.

100. Pig Ball to the Pigs

Once you have more than 30 Ice Candy treats, the demanding fellow decides he wants to juggle. Go to each world and hit the different types of pigs with the Pig Ball, then jump on them. It may seem like all pig enemies are the same, but each world features a specific pig.

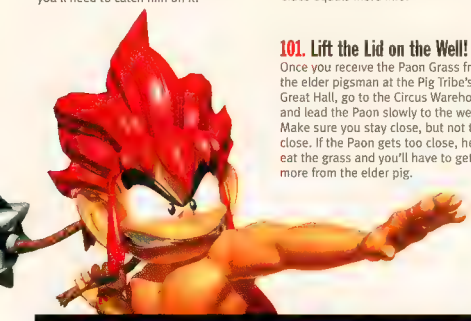
101. Lift the Lid on the Well!

Once you receive the Paon Grass from the elder pigsman at the Pig Tribe's Great Hall, go to the Circus Warehouse and lead the Paon slowly to the well. Make sure you stay close, but not too close. If the Paon gets too close, he'll eat the grass and you'll have to get more from the elder pig.

102. A Pig Tribe Clown Statue!



Once you've encouraged the Paon to the well, he'll pull off the top and you'll get a Carpenter's Book. Bring it to the elder pig upstairs and the Pig Tribe Clown Statue will be destroyed.



Keys to Success

Red Key
This is the first key you'll put to good use, as Red Chests usually feature Magic Wings. Acquired from Win when you finish "Win's Windmill!"

Green Key
Acquired from the traveler in Kujara Ranch after you return "The Hidden Diary!"

Blue Key
Acquired from the artist in the Donglin Forest after you complete "More Blue for the Picture!"

White Key
Acquired in the Water Temple after you complete "Sink the White Platform!" You'll find some pretty important stuff in the White Chests. Remember to comb the different worlds once you have this.

Nice Mice

Once you've gained access to Tiny Tomba Mini Tomba, you'll have to find the right mouse to stand guard for the Nishiki birds. Here are the different worlds where you can seek out the different colored mice.

Blueies
Found in the Circus Village, on the second level after you've dropped the drawbridge.

Reddies
Found in the Kujara Ranch before you enter the Kujara Summit.

Whities
Found in the Donglin Deep Forest, above the door of the Treasure Room.

Using Save Files from the First Tomba!

Once you accomplish "Nishiki Bird Servants," you'll be asked to download info from the original Tomba! If you've gotten up to the Grapple Jack point of the first game, you'll be able to unlock these extra events.

103. 100 Year Old Man
Head to the Water Temple and go to the Crying Door. Inside will be a 100-year-old man. Talk to him. Go into the water, making sure you stay on the background level, and you'll find a necklace. Bring it to the aged fellow.

104. Yan of the Hidden Village
Go to Circus Village and go to the Laughing Door. Go inside, and on the wall you'll see a patch of orange hair. That's Yan's hair! Talk to Yan to accomplish the event.

105. Large Flower Seed
In Kujara Ranch, go to the Chimney to find two Dwarves. Talk to them, then travel to the area east of the Holy Tree where you'll find a seed. Bring it to the woman in Circus Village next to the Flower Pot. She'll plant the seed and it'll turn into a flower. Take the Flower back to the two Dwarves.

106. Invisible Mirror
In the Ranch Summit, go to where the White Treasure Chest is beneath the block. Break the blocks near it to find the Vampire Mirror. Take the Mirror to the Witch in Donglin Forest.

Water Temple

WORLD 6

This world features all the wet Tomba can handle. You'll have to be careful at the outset, but once you acquire the Swimming Pig Suit, this world is a real clambake. Use your Grapple to make platforms out of the green monsters.

107. Starving Traveler
Once you've found the Water Temple, get to the top door at the beginning. There's a hungry man in there. Give him a Healthy Lunch to swallow down.

108. Open the Water Gate
Head to the left of the entrance and find the Round Cog that will be on your way. Take it to the guy to the left and he'll open the Water Gate for you.

109. Crystal Panel Blocks a Hole!
Go left of the Water Gate entrance and beat up the crab. He'll drop a piece of crystal. Take it to the Crystal Artisan's Room above the entrance. Bring the finished crystal back to free the mermaid.

110. A Mermaid in the Water Tank!
Place the Crystal Panel (acquired from the Crystal Artisan) to stop up the hole in the mermaid's tank. Then go to the platform on the left to free the mermaid. She'll give you a Swimming Pig Suit.

111. Holy Pedestal
Grab the Ice Statue from the Sculptor's Hut in the Kujara Summit and bring it to the Water Temple. Go to the eastern-most point and set it on the pedestal. You'll now have access to Holy Water.

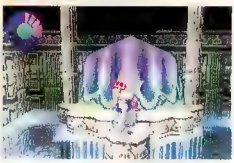
112. The Ultimate Sculpture
Push the opaque blue block of ice down the hole in the Kujara Summit. Follow it down into the Sculptor's Hut. Go back to the Sculptor's Hut after you've found the Holy Pedestal in the Water Temple. Set the sculpture on the pad to keep the Holy Water running.

113. Secret of the Aquatic Plant


Once you have the Grapple from the Forest, you'll be able to begin popping those annoying water-filled, Jello-like bubbles. Once they're all popped, talk to the mermaid north of the entrance.

114. Sink the White Platform!


Go to the upper half of the Water Temple and bring your Hammer. Once you see the guy standing on the chest, go up the ladder and hit the switch from the opposite side. You'll get the White Key.

115. Closed Clamshell


If you went through "Lost and Found" at the Waterfall of the Heavens, this should be no problem. Go to the doorway to the left of the Water Tank Room and show off your Mermaid Scale.

Finding the Harp

High Pitch Pearl
Found inside the White Chest by the Crying Door in the Water Temple.

Low Pitch Pearl
Go to the Great Fish and take the little waterfall to the right. The Low Pitch Pearl is in the middle of the current.

Left Side of the Harp
Located in the Water Tank room where you used the Crystal Panel to free the mermaid and where you acquired the Swimming Pig Suit.

Right Side of the Harp
Found in the Blue Chest by the door that leads to the Mini Temple.

Cog Locales

You'll need to re-collect all of the cogs that were so important in earlier stages of the game. Here's where you'll find them (though you can't pull them out until you talk to the guy at the Water Temple).

Star-Shaped Cog
Found before the rope bridge in the Waterfall of the Heavens.

Hexagon Cog
Go to the Ranch Summit, right above the Kujara Washing Shed.

Triangle Cog
Go to the upstairs room in the Circus Village to find this three-sided cog.

116. Other Side of the Waterfall
Stay on the bottom portion of the Water Temple and keep going right. When you finally have to go up, go all the way up—you'll see a doorway in the waterfall. It's at the very top of everything, so don't stop climbing. Once you're inside, you'll be able to see across the way to the Waterfall of the Heavens.

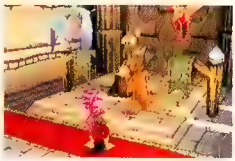
117. Forgotten Rucksack
Once you climb the Holy Tree and use your Squirrel Clothes to sail across the wide expanse of sky, you'll see the Rucksack sitting there blinking. All you have to do is grab it and drop down below. The guy you need to give it to will be standing right there.

118. Tiny Tomba Mini Tomba
Once you find the area where the guy asks for the three different Cogs, go to the far right and up. He'll open the shed where you can become Tiny Tomba. A list of Cog locations can be found above.

119. With the Nishiki Bird
Head east to the beginning of the game after you've acquired the Nishiki Wings from the rodent in the Mouse Temple. Climb the first tree in the Town of the Fishermen and two birds will set sail.

120. The Broken-Up Mermaid Harp!


You'll need to scour the whole of the Water Temple to find these four pieces. Check the list above if you can't find them all. Once you have them assembled, you will have finished this task.

121. Nishiki Bird Servants


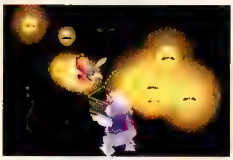
After completing "With the Nishiki Bird," you'll be asked to find a colored mouse to be the servant. Check pg. 71 to find out where the different colored mice are hidden.

122. Wake Up the Giant Fish!


After you've collected the various Harp pieces, take them to the mermaid at the top of the Water Temple. She'll play the Harp and wake the Giant Fish for you.

123. Find Another Reflector!


After being noticed by the Giant Fish and entering the Great Temple, crack open an egg to find another reflector. The other is located on the far right part of the Kujara Ranch beneath that blue bird.

124. Too Dark to See!


Once you've gotten the Light Cutting Box filled with Snow Fireflies, go to the dark room in the Water Temple. You'll unleash the fireflies and gain the 1/2 Spell of Wisdom.

125. Golden Tower


Once you have all the Pig Nose Panels from the Adventurer's Chests, go to the very top of the Water Temple (above where you became Tiny Tomba) and place the panels in the designated slots.

The End

Defeat the game by going through all of the easy-to-dominate Pig Bosses. Below are descriptions of the Pig Bosses and where the doors will open up once you have the corresponding Pig Bag.

PIG BOSSES

126. Capture Evil Flame Pig!



Once you have Donglin Forest turned back to normal, swim into the hole below where you hammered that ghost's tongue. Go in and a door will appear in the middle of the room. You'll have an easy challenge ahead of you (are any of these Pig Bosses difficult?). The only problem with this swine is that there is a tiny volcano that will sometimes disrupt your straight shot to the Pig Bag.

127. Capture Evil Earth Pig!



Go as far north as you can from the entrance of Kujara Ranch to find the Evil Earth Pig door. Swing around and use your Squirrel Clothes to fly to the mid-air seesaws by the red Nishiki birds. The doorway will be hanging in mid-air, so use your Grapple to enter. Once inside, you'll face off against the Evil Earth Pig. When he splits into two pigs, use your Blackjack to hit them both and he'll become one again.

128. Capture Evil Ghost Pig!



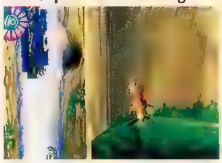
You'll have to go back to the Pipe Area to beat down the Ghost Pig Boss. Go to the far end of the pipes where you found the Ice Boomerang. Fall beneath that pipe and use your Grapple to pull a "Bionic Commando" and swing back the way you came. When you get a chance to drop down to the pipe below, do it. Keep swinging and a Pig Door will open.

129. Capture Evil Ice Pig!



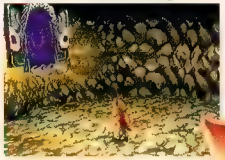
Go to the same spot as the "Other Side of the Waterfall" to jump into some ice-tastic fun with the arch nemesis of cool, the Evil Ice Pig. The best advice we can give to help capture this pig is to stay on the lower planes of the ice runway. We suggest staying in one place almost the whole time. If you do move around, remember that the bag will keep a pretty even plane on this level—you may overthrow without meaning to.

130. Capture Evil Water Pig!



Once you've gotten the Water Bag from the Great Temple, you'll have an opportunity to take down this porker. Go to the Waterfall of the Heavens where that huge stalactite is dangling down. Use your Grapple to get into the little area above you, then do it again to get on top. As soon as you do, the door will open and you can jump right in to start the battle. This is probably the easiest Pig Boss in the game, so enjoy whipping his butt.

131. Find the Last Evil Pig!



Finding the final Pig Boss is the real challenge. Go to the far chain beneath the drawbridge in the Underground Mine and find the locked door. Kainen will be there.

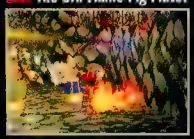
132. Capture the Last Evil Pig!

The Last Pig sets up the Pig Plates for you to destroy (their positions are listed below). When fighting him, you'll have to throw him in the Pig Bag five times.

THE FINAL BOSS

After defeating the Pig Bosses, you'll need to take the easternmost chain in the Large Underground Mine to the locked door. Once you do, Kainen will be there waiting for you, and he'll open the door. The final boss is hardly challenging, but before fighting him you have to break apart the Pig Plates. Here's where to find them.

133. The Evil Flame Pig Plate!



This Pig Plate is located right in the room. Switch to the Evil Flame Pig Suit and use your magic right there.

134. The Evil Earth Pig Plate!



Take Super Fly over to the Circus Village and put on the Evil Earth Pig Suit. Put the magic to the metal and score another victory blow.

135. The Evil Ice Pig Plate!



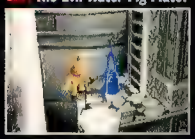
Take Super Fly over to the Kujara Summit and go to the place where you found one of the rare animals. The Evil Ice Pig Plate will be there waiting.

136. The Evil Ghost Pig Plate!



Go to the Laughing/Crying Forest to find this Plate. Just head up and to the left and you'll run into it. Destroy it and you're set.

137. The Evil Water Pig Plate!



Take the doorway to the Water Temple and look around for the Evil Water Pig Plate. It's right by where you acquired the White Key.

Team Tomba!

Tomba! 2 is as addictive as it is difficult. The best advice we can give to work through this time-consuming romp is to use this strategy guide, or to play with friends. Team Tomba!—which includes our own Todd Zuniga, Shawn Smith from *EGM*, and Mark MacDonald from *OPM*—couldn't resist playing in actual Tomba! costumes. Here are a few pics of our favorite wanna-be heroes in action.



XG's Todd Zuniga



EGM's Shawn Smith



OPM's Mark MacDonald





Grab Your Hoe and Get Busy

by Andy Baran
Andy_Baran@zd.com

If you were one of the unlucky few who missed out on the original Harvest Moon for the Super NES, make sure you pick this one up.

Harvest Moon is a farming sim/RPG. You must take care of a farm, raise crops, and herd animals. On top of all this, you've gotta find yourself a purty wife to settle down with and eventually raise a family. The game is tough, but learning is part of the fun.

As you'd expect, there are plenty of different endings you can get. If you want to get a good one, you'll need a family, as many animals as your farm can hold, solid fishing skills and more. Factor in your popularity with the townsfolk, and you've got quite a few things to worry about all at once.

Harvest Moon may seem overwhelming at first, but give it time—it can make for a fun and rewarding experience.

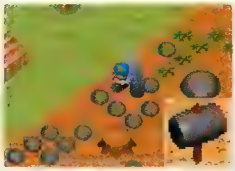
database

time to complete 60 hours
challenge Moderate
best tool Axe
best wife Maria
best advice Don't be afraid to experiment!
also try Harvest Moon GBC
system Nintendo 64
publisher Natsume
developer Victor Interactive
www.natsume.com

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CONTENT RATED BY ESRB



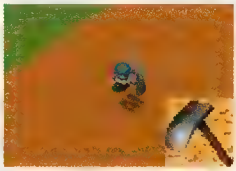
Tool Breakdown



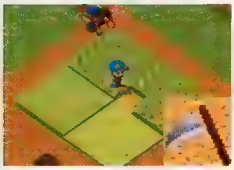
The Hammer: This tool is used for destroying the rocks that litter your garden. Small rocks will only need a single whack. Larger ones will need six hits. You'll be able to upgrade the Hammer over time—eventually, it will be able to break larger rocks with one swing.



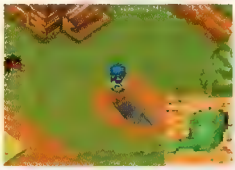
The Axe: This tool is for whacking away at those annoying tree stumps that are around your farm. The wood will transfer to your materials pool. Materials are important if you ever want additions built onto your home. The powered-up Axe can cleave stumps in two.



The Hoe: The Hoe is for plowing the soil so you can plant things. Dig in rows so that you can neatly organize your crops. You cannot walk on top of or through plants, so it's possible to accidentally wall yourself off from some of your crops. The upgrade makes longer rows.



The Scythe: The Scythe is important if you ever want to raise animals. Plant Grass seed and wait for it to grow. You can use the Scythe to cut down the grass, which then becomes fodder for your animals. You can also cut down weeds. Upgraded, it cuts a huge swath.

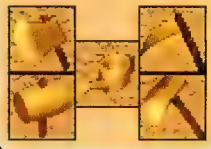


The Watering Can: In order to grow your plants and make them yield fruits and vegetables, you're going to have to water them. Since the can can only contain a certain amount of water, you'll need to refill at the watering hole. The upgrade can spray up to nine plants.

Upgrades

Practice makes perfect: The more you use your main tools, the better they will get. The tools shown below can be upgraded twice. It takes time and effort, but the rewards are worth it. For example, it normally takes an Axe six whacks to break a stump. With a Lv. 3 Axe, however, you can break a stump with a single hit.

Why can't I get it to work better? The problem is that you aren't holding down the B button long enough. You must charge up your tools. It takes more energy to do this, but you'll save a lot of time.



Miscellaneous Equipment

The Empty Bottle: You won't find too many uses for the Empty Bottle. Its primary use is for when you purchase medicine. The Empty Bottle costs $500 and is available at the Harvest Festival.



The Fishing Pole: Talk to the hermit by the pool at the base of the mountain. He'll give you the Fishing Pole. Dip the pole into the water and hold it there. Release the button as soon as you see movement.



How to Manage Your Farm

It's a lot of work: To build up your farm it's going to take hard work and a bit of money. Start out small and simple. Clear away enough of the rubble from the garden so you have a small plot to plant some seeds. Buy some Cabbages, as they will give you the best increase in money. Once your chores are done, head to the mountain to collect herbs and berries. By collecting them, you can build up money relatively quickly. This way you can afford more crops, and eventually some animals.

Set a schedule: As you play you will find yourself getting into a routine. This is good, as it'll make it harder for you to forget some essential tasks. You'll have to juggle a lot of things, so try to get organized. Use your free time to talk with the villagers and explore the surrounding area. There's a lot to try out, so don't coop yourself at home.



Clear out the rocks and weeds from your garden. It's a lot of work.



Look behind the tree to find a hidden treasure map.

Crops



Realize that some crops can be harvested over and over.

Vegetables & Fruits: Plant your crops in rows, otherwise you will not be able to harvest the goodies in the center of the field. Make sure the bulk of your crops are planted near the delivery box so you can save some time. Also, know that watering your plants is extremely important, especially for the ones that can be harvested over and over. If you miss a single day of watering, it will often delay the growth of the fruits and vegetables by two or three days.



Although you cannot sell flowers, they do affect the game's ending.

Flowers: While they are worthless when it comes to making a profit, all girls love flowers. Flowers will increase the happiness rating of your wife.

Blue Mist Flower: This rare flower is only available every once in a while. Instead of planting it at your farm, let Popuri guide you to a spot by the Goddess Pond. Water this plant every day or it will die. If you succeed in raising it, something special will happen.

Crop Growth Times

Cabbage:	7 Days
Potatoes:	6 Days
Turnips:	4 Days
Tomatoes:	9 Days
Corn:	13 Days
Eggplants:	7 Days
Strawberries:	6 Days
Grass:	7 Days
Pink Cat Mint:	7 Days
Moon Drop:	7 Days
Blue Mist:	10+ Days

Purchasing Farm Upgrades

Save up your money: Start saving up your money early—you'll need it. Each upgrade will have some kind of positive effect.

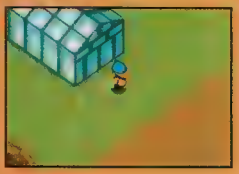
Greenhouse: This expensive item allows you to raise crops all year round. Essential if you want to raise Strawberries and collect recipes.

Kitchen: This item will allow you to marry one of the girls.

Baby Bed: You'll need this item once you are married. Your wife will not get pregnant until you have it.

Bathroom: If you find yourself getting sick all of the time, buy a Bathroom. Take a bath before going to bed to prevent any sort of illness you might have picked up.

Log Terrace and Stairway: These items are pretty useless overall. The only effect they have is that they will increase the happiness of your family. Buy them both for a better ending.



A Greenhouse is great for when you want to harvest all year round.

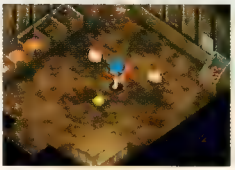
Livestock



Take care of your cows to get a better quality of milk.

Cows and Sheep: When you buy one of these animals, it will take a while before it becomes profitable. They eat fodder, which comes from the Grass you cut down. Make sure that they never go hungry, otherwise the quality of their wares will go down.

Always brush your animals. Keep them outside to make them happy really fast, but watch out for bad weather that can get them sick. Buy some medicine to protect your investment.



Chickens get upset easily, so try not to disturb them too much.

Chickens: Start out small—buy a single chicken and take good care of it. Wait until it hatches its first egg and place the egg in the incubator. Pretty soon you will have another chicken. Keep on doing this until you have six chickens. Keep in mind that you should never pick up your chickens if you can help it. This worries them, and they may stop producing eggs.

Caution: When you sell a chicken, make sure you feed the correct coop; otherwise, your remaining chickens will starve.

Raising Your Animals



Miracle Potion
Use: Sprinkle this magical fluid on a cow to make her pregnant. Remember that the cow will produce less milk during the month that she's bearing the calf. Cheaper than buying another cow.



Milking Machine
Use: Once your cow has gotten old enough, you will be able to milk her. Simply walk up to her and use the Milking Machine. Sure, it looks kinda sick, but it works.



Feed
Use: Available for both cows and chickens. You will use the Feed mostly for the chickens, as you have no other way of procuring food for them.



Wool Sheers
Use: Whenever your sheep get all wooly, whip out these scissors. Give the sheep a trim and make sure to place the fleece in the box.



The Bell
Use: If you want to keep your animals outside, this item is for you. Ring the Bell to get the sheep and cows to follow you. Set up a pen near the barn so you can move them quickly.



Brush
Use: Make sure to brush your animals every day. If you do, they will become happier. The horse will gain more stamina, and the wool and milk of the other animals will improve in quality.





World Map

The world of Harvest Moon is so large that it's difficult to go everywhere you want to in a single day. This is made tougher by the fact that everyone else has their own schedules, too. To plot out your daily course of actions, try to keep in mind when the stores are open. That way you can plan ahead.

1. Your Farm: This is where you'll spend most of your time. Better clean it up and fill it with crops and animals. These are two key factors in the game's ending.

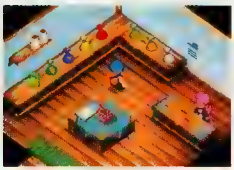
2. Green Ranch: Open 8-5, closed Thursdays. Purchase all of your animals here. You can also sell off the ones you don't want. In the beginning, you will get your horse here for free—you simply have to ask for it.

3. The Beach: Karen likes to frequent this spot. A few festivals are held here.

4. The Vineyards: Karen's family maintains this business.

5. The Carpenters: The men here are hard-working. They will build additions to your farm and ask for your help from time to time. Climb the tree behind the house to climb to the mountain.

6. Goddess Pond: Blue Mist seeds are planted here. Throw a food item into the pond and see what happens!



Head to the Flower Lillia whenever you need to buy some seeds.

7. The Mines: Meet the Gnomes inside of the cave. Make sure to talk to all three of them. During the winter you can enter the mine to dig for rare items.

8. Mountain Home: Two lonely old folks live atop the mountain. Talk to them and they'll give some decent hints. If they can remember who you are, that is...

9. The Racetrack: From time to time you will be able to race and bet on horse/dog races. You can obtain ultra-rare items by earning medals.

10. Flower Bud Village: You'll spend a lot of time in town shopping and talking to people.

A. Flower Lillia
Open 9-5, closed Sundays. Head here to purchase seeds. Buying 10 Flower Packets may earn you a Lottery Ticket. You might win some good stuff.

B. Flower Bud Bakery
Open 9-5, closed Mondays. Purchase sweets here. Buying 10 Cakes may earn you a Lottery Ticket.

C. Church
Open all day, closed at night. The faithful attend here.

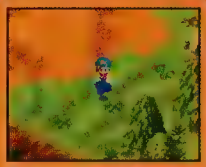
D. Souvenir Shop
Open 9-5, closed Mondays. A few useless items can be found here.

E. Rick's
Open 10-6, closed Wednesdays and on weekends. Rick builds inventions all of the time.

F. Drug Store
Open 9-5, closed on weekends. Bring an Empty Bottle to be able to buy some of the potions here.

G. The Inn
Open 6-midnight, closed Sundays. Drop in here at night for a little R&R.

H. Library
Open 9-5, closed Mondays.



Scavenged Items

Easy Money: Throughout the year you will be able to earn extra money by collecting the various items lying about the mountain. What can be found is determined by which season it is. Remember that you can place the loot in your bag, so you don't have to go back and forth with each individual item. It saves a lot of time.

Season: Spring

Item:	Selling Price:
Edible Grass	$30
Very-berry Berry	$40
Medicinal Herbs	$70

Season: Summer

Item:	Selling Price:
Tropical Fruit	$40
Walnut	$70

Season: Fall

Item:	Selling Price:
Poison Mushroom	$30
Wild Grapes	$40
Mushrooms	$70

Season: Winter

Item:	Selling Price:
Iron Ore	$100
Moonlight Stone	$500
Blue Stone	$700
Pontata Root	$800
Rare Metal	$1000

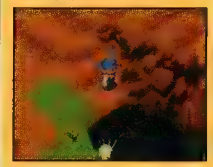
Easy to Miss...



Construction: In the first year's fall and winter you will be approached by the carpenters to help out with the construction of a bridge and a hot spring. Helping out will not only get the carpenters to like you, but you will get a lot of cash for your efforts as well.



The Supernatural: There are two ponds in the mountain. The peaceful pond contains a Fairy that will help you if you throw in a food item that you have grown. She will help you out if you ask. The second pond (where you first meet the hermit) contains a Water Imp. If you throw a fish into the water, he will appear. He will give you a nut that prevents you from becoming fatigued due to weather. A highly useful item to nab.



Power Nuts: You can work longer before getting tired by eating these rare nuts. You will earn them by winning events in festivals. There are two hidden ones:
1. Dig in the middle of your soil.
2. Break the big rock in the pond when it freezes in the winter.



www.videogames.com

Holiday Schedule

Spring
Day 8: Planting Festival
Day 16: Horse Racing Entry Deadline
Day 17: Spring Horse Race
Days 18-22: Vote for Flower Princess
Day 23: Spring Flower Festival

Fall
Day 4: Cow Festival
Day 12: Harvest Festival
Day 20: Egg Festival
Days 23-27: Bridge Repair (year one)
Day 27: Horse Racing Entry Deadline
Day 28: Fall Horse Race

Summer
Day 1: Fireworks Festival
Day 9: Vegetable Festival
Day 17: Firefly Festival
Day 24: Sea Festival

Winter
Days 8-30: Mine Open
Day 10: Thanksgiving Day
Days 12-16: Mountain Spring Work
Day 18: Dog Race Entry Deadline
Day 19: Dog Race
Day 24: Starry Night
Day 27: Spirit Festival
Day 30: New Year Begins

Social Maneuvering

Talk to Everybody: Part of the ending depends on how popular you are. Don't neglect your social skills just because you're concentrating on the farm. Talk to people to find out what they like. Give them items from time to time to warm their hearts. The more you talk to them, the more information you'll gain. There are more than 400 different events that can happen.



Food Taster: The judge of all the edible item contests.

Ann: Daughter of the Rancher. Likes animals an awful lot.

Ann's Brother: An accident in the past has left him bitter.

Rick: Ann's cousin. He invents things for you to buy.

The Rancher: Gives you tips and sells animals.

Elli: This girl loves being around the bakery.

Baker: Sells the various cakes and pies that you'll buy.

Bakery Granny: Sits in the yard all day, rocking.

Karen: The winemaker's daughter. Rebellious.

Karen's Dad: A gruff man who is hard to befriend.

Karen's Mom: She's worried about her family.

Maria: The Mayor's daughter. Likes reading in the Library.

The Mayor: A nice man who gets mixed up with gangsters.

Mayor's Wife: She sets up all of the festivals for the town.

Popuri: She loves flowers and knows a lot about them.

Popuri's Father: Travels around finding rare flowers.

Popuri's Mom: She sells the seeds for planting. A flirt.

Midwife: Helps out when it's time for childbirth.

Kai: Works in the vineyard. Secretly loves Karen.

Duke: Sells you relaxing drinks after hours.



Salesman: Will rip you off if you give him the chance.

Saibara: Will give you the Fishing Pole if you ask him.

Master: He is in charge of all of the carpenters.

Ichita and Zaku: Hard-working craftsmen. Opens up the mine.

Medicine Seller: Sells medicine if you give him a bottle.

Stu: Hangs around with his brother. He's inquisitive.

Greg: A feisty little kid who plays with his brother.

Deliveryman: Collects the items you wish to sell.

May: Deliveryman's daughter. Misses her mother a lot.

Pastor Brown: A nice man who teaches the children.

Cliff: A wanderer who often finds himself in trouble.

Gen: Loves to receive Blue Rocks. Uses them to create.

Jiji: An old man who lives atop the mountain.

Baba: An old woman who lives atop the mountain. Forgetful.

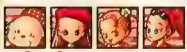
Harris: The postman who secretly likes Maria.

Water Sprite: She has magical powers to change fate.

Water Imp: Gives you useful items if you're respectful.

Gnomes: Give them something red and sparkly for a reward.

Your Dad: He arrives on the last day of the third spring.



Race Spectators

Festival Fun

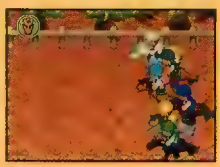
Always Attend: Attending the festivals not only lets you court your chosen girl, but you could also win rare items. Use the first year to determine what you need to win each contest. Don't forget that you can reset the game if you screw up on the skill-based games. Also, by talking to everyone at the festivals, you can increase your popularity. This will also effect the game's ending.



Make a token appearance at every festival to make yourself popular.

At the Racetrack

Train your animals well: You will have to take care of your animals if you are planning on entering them in the races. Every morning make sure you take care of your dog and horse. Brush your horse and ride him. Pick up your dog. Blow both whistles and you'll slowly build up their stamina.
Racing: This will take a few tries in order to get it right (better keep a hand on the reset button). If your horse (or dog) is in good condition, don't press the A button until the race is almost over. Then, while the other racers are tired, hammer on the speed. This will give you a last minute boost that usually works.
Betting: If you want the good items, you're going to have to wager a lot of money. If you like to cheat, bet the worst odds and reset when you lose.



Horse Race Prizes

Item:	Medals Req:
New Stable	3000
Stuffed Horse	1000
Sustaining Carrot	500

Dog Race Prizes

Item:	Medals Req:
Awesome House	3000
Cute Clock	1000
Material 500 Piece	500

*** Medals cost $50 a piece**

Collecting All of the Recipes*

Why bother? The recipes are one of the things that you will be graded on when the game inevitably ends. Give these people the listed items.

Who:	Item:	Recipe:
1. Ann's Brother	Egg	Stuffed Omelet recipe
2. Mayor	Potato	Fried Potatoes and Bacon
3. Karen's Dad	Grapes	Steamed Clam and Wine recipe
4. Popuri	Strawberry	Strawberry Jam
5. Mountain Jiji	Turnip	Pickled Turnips and Cabbage
6. Mountain Baba	Herb	Herb Rice Cake
7. Tool Shop	Milk	Handmade Butter
8. Ann	Potato	Mashed Potato
9. Rancher	Corn	Corn Fritter
10. Karen's Mom	Tomato	Tomato Rice
11. Popuri's Father	Corn	Corn Pasta
12. Master	Milk	Cinnamon Milk Tea
13. Stu	Strawberry	Strawberry Dog recipe
14. Kai	Veryberry	Veryberry Wine
15. Karen	Strawberry	Strawberry Champaign
16. Elli	Egg	Bread Pudding
17. Cliff	Herb	Spice Tea
18. Harris	Potato	Garlic Potato Beef
19. Kent	Egg	Spa-Poached Egg
20. Drugstore guy	Edible Grass	Miso Soup with Sprouts
21. May	Potato	Potato Pancake
22. Maria	Cabbage	Rolled Cabbage
23. Bakery Granny	Walnut	Walnut Cake recipe
24. Gnomes	Mushroom	Mushroom Salsa
25. Pastor Brown	Tomato	Tomato Soup
26. Mayor's Wife	Turnip	Cream of Turnip Stew
27. Midwife	Eggplant	Eggplant with Miso Paste
28. Ichita	Fish	Grilled Trout Cheese
29. Zaku	Tomato	Easy Tomato Soup recipe
30. Saibara	Edible Grass	Sesame Dandelion Greens
31. Duke	Grapes	Hot Spicy Wine
32. Gen	Mushroom	Mushroom Rice
33. Greg	Eggplant	Fried Char
34. Popuri's Mom	Eggplant	Vegetable Tomato Stew

** May not work if the person does not like you.*

Raising a Family



Elli

Loves Receiving: Cakes.
How to win her heart: Visit her at the bakery every day. Make sure to buy lots of sweets. Give them to her, because she's got a sweet tooth. Ellie loves to hang around the bakery because she loves the smell of freshly baked bread.



Popuri

Loves Receiving: Flowers.
How to win her heart: Keep giving her flowers throughout the year. Stock up on them in the spring and summer by putting them in your cabinet. Plant flowers around your farm to attract her attention even more. You'll find her near the Goddess Pond or in the shop.



Karen

Loves Receiving: Berries and grapes.
How to win her heart: Karen works nightly at the inn. Visit her whenever you can. She has problems at home, so she sometimes will head to the beach to get away from her dad. If you do not help her out, she may run away from home.



Ann

Loves Receiving: Animals and wool.
How to win her heart: Take care of your animals. They're a sure sign that you're an alright guy. Head up to the mountain and bring back the cute animals for her. She will almost always be at the ranch—though on some rare occasions she will visit the Goddess Pond.



Maria

Loves Receiving: Cabbage.
How to win her heart: Visit her every day in the Library (except Monday). When you harvest some Cabbages, make sure to save a couple for her. For most of the holidays, she will be in the church with her family.

Choosing your Mate: Choose a girl that suits your style—it'll make things a lot easier. When choosing which girl you want to pursue, always try to figure out her schedule. Each girl will do something different each season, so you'll have to do some scouting each month. Finding a wife isn't something you have to do, but it's a really satisfying feeling when you win a girl's heart.

Remember, each girl has likes and dislikes. Also, there's always another guy in the village who is secretly in love with her, so you've got competition. If worse comes to worse, befriend her parents. [Hey, it works in real life...]

How to Get Girls to Like You*

Time, effort and bribery: It takes a lot of patience to win a girl over. After you have found the girl of your dreams, follow these steps in order to melt her cold heart. Don't give up, it just takes a lot of time. Remember, the heart meter found whenever she talks will reveal her true feelings.
1: Give her a present every day. You'll do even better if it's something she likes.
2: Talk to her and dance with her at every festival.
3: Remember her birthday.



Treat a girl right, and eventually she will fall in love with you.

** May not work with real girls, but it couldn't hurt to try*

Heart Meter

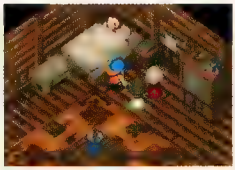
- **Neutral feelings**
- **Wants to be your friend**
- **Stirrings of some kind of emotion**
- **Likes you a lot**
- **Really and truly loves you**



You will probably get married right after one of the festivals.

How to Make a Baby

Give your wife lots of love: Once you are married, be sure to purchase a Baby Bed. This is the one requirement you need to get your wife pregnant. Talk to your wife every day—once when you wake up, and again before you go to bed. Give her a gift every day. Any household upgrades you have will increase her happiness and up the odds of her being able to conceive a child. Gifts will increase her happiness as well. Keep her happy!!



It takes time and effort, but it'll pay off in the end.

Keeping the Memories Alive

Lifetime milestones: You can use your Photo Album as a good indicator of what kind of ending you are likely to receive. The more pictures you have, the more of the game you've discovered. Here are the pictures you can earn:
1. Winning contests at festivals.
2. Helping the carpenters build.
3. Completing all house upgrades.
4. Getting married.
5. Having a child.
6. Raising and planting everything.



One way of keeping track of your progress is by looking at the album.



Items and Prices

Flower Shop

When Available: Spring

Item:	Cost:	Selling Price:	Notes:
Turnips	$200	$60	Grows quickly. Can be used for one harvest only. Good for the short term investment.
Potatoes	$200	$80	A decent crop. Can be used for one harvest only. A moderate growth time.
Cabbage	$200	$90	Takes a while to grow, but really earns the money. Good for a single harvest.
Moondrop	$300	N/A	A flower. It's kind of useless. This type of flower is common.
Blue Mist	$500	N/A	A rare flower planted by the Goddess. Water it every day or it'll die. Secret result!
Grass	$500	N/A	Doesn't need to be watered. Turns into feed for your animals. Essential to your farm.

When Available: Summer

Item:	Cost:	Selling Price:	Notes:
Corn	$300	$120	This is one of the most valuable crops. Can be harvested multiple times.
Tomatoes	$300	$90	Can be harvested multiple times. Always keep the vines watered.

When Available: Fall

Item:	Cost:	Selling Price:	Notes:
Eggplant	$300	$60	Can be harvested multiple times as long as it is watered.

When Available: Winter

Item:	Cost:	Selling Price:	Notes:
Strawberries	$300	$150	You must own a Greenhouse in order to plant Strawberries.

Bakery

When Available: Always

Item:	Cost:	Selling Price:	Notes:
Cake	$300	N/A	Restores your energy. Great for a gift.
Pie	$350	N/A	Restores your energy. Great for a gift.
Cookie	$300	N/A	Restores your energy. Great for a gift.
Tea	$200	N/A	Restores your energy.
Water	$0	N/A	Restores your energy a little.

Green Ranch

When Available: Always

Item:	Cost:	Selling Price:	Notes:
Chicken	$1500	$500	Incubate the chicken eggs, wait for the chick to grow up and sell the new chicken.
Sheep	$4000	$2000	Use the sheers to trim the fleece and sell it.
Cow	$6000	$3000	Treat your cows well and they'll give better milk. Cows are bought when young.
Animal Feed	$30	N/A	Use this to feed the sheep and cows. It's expensive so grow grass instead.
Chicken Feed	$10	N/A	This is what chickens are given to eat.
Miracle Potion	$3000	N/A	Sprinkle on a cow to make her pregnant. During gestation there will be less milk.

Rick's Place

When Available: Variable

Item:	Cost:	Selling Price:	Notes:
Brush	$500	N/A	Requires you to own a horse or sheep first.
Organizer	$2000	N/A	Allows you to store items inside of your house.
Carpet	$3000	N/A	Adds to the happiness factor of your wife.
Milking Mach.	$1500	N/A	Requires the ownership of a cow. Used to milk cows.
Wool Clippers	$1000	N/A	Requires the ownership of a sheep. Used to trim sheep.
Blue Feather	$980	N/A	Give this to a girl that likes you a lot. It'll make a wedding almost certain.

Souvenir Shop

When Available: Variable

Item:	Cost:	Selling Price:	Notes:
Ocarina	$1200	N/A	Give a Blue Stone to the man to make it available.
Blue Vase	$2000	N/A	Increases household happiness. Requires you to give up a Blue Stone.

Medicine Shop

When Available: Variable

Item:	Cost:	Selling Price:	Notes:
Cure All	$1500	N/A	Cures animals and humans of any illness they may have.
Vitamin	$1000	N/A	Grants you strength.
Strong Vitamins	$2000	N/A	Increased Vitamin effect.

Carpenter's Shop

When Available: Always

Item:	Cost:	Selling Price:	Notes:
Kitchen	$5000	N/A	A requirement if you want a wife. Stores some items too.
Bathroom	$3000	N/A	Prevents sickness if you bathe every night.
Stairway	$2000	N/A	Increases the happiness factor of your wife.
Greenhouse	$30000	N/A	Allows you to raise crops all year round.
Log Terrace	$7000	N/A	Increases the happiness factor of your wife.
Baby Bed	$1000	N/A	Required for your wife to have a baby.

** Purchasing all of these items will help you obtain a better ending, as well as a photograph for your album*



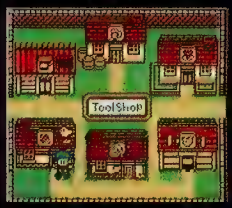
Now on Game Boy Color! You can also play Harvest Moon on the go. The GB game is pretty close to the N64 one. It even has some GB-exclusive features.
The Link Cable: There is a feature called the Ranch Center that allows you to trade animals and supplies between cartridges via the GB Link Cable. This is one way of giving a farm an early boost.
Harvest Sprites: The little Gnomes that appear in the N64 version have much more going for them in the GB one. In the back of your toolshed, there is an entrance to a huge underground world. If you keep the Sprites happy (read: fed), they will treat you to new tools and may even help out around the farm when you turn the game off!
New Items: There are a whole bunch of items that you can try to find. For example, if you earn a Pickaxe, you can dig in the Sprite caves to find even more secrets. *Note: Most of the farming tips in this guide will work on the Game Boy version.*



Clean up your garden. Use the proper tools or it'll take forever!



Feed the Sprites every day. They will eventually help you out.



Interaction with the town is a little bit different in this version.



The Final Word on Golden Fruit

by Todd Zuniga
todd_zuniga@zd.com

What captured my imagination in the first four levels of DK64—the mini-games, flying around with Diddy, etc.—ended up becoming glib and frustrating in the second half of the game. Until I had reached the last stage and final battle with K. Rool (which has to be one of the more amusing battles in video game history), the repetition of the mini-games left me just plain bored. Then there was that fight between Diddy and Tiny about who was cuter. And DK and Chunky started showing off for the ladies around the office...

Seriously though, DK64 was quite a ride, and if you're in to sitting down for a couple of days straight without sleep, or playing in lengthy intervals (finding everything is more addictive than capturing Mewtwo), then this is probably the game for you. Happy and laborious Konging!

database

time to complete	65 hours
challenge	Moderate to Hard
best mini-game	Searchlight Seek
coolest level	Frantic Factory
best advice	Grab a Camera and take pictures
also try	Banjo-Kazooie
system	Nintendo 64
publisher	Nintendo
developer	Rare

EVERYONE E CONTENT RATED BY ESRB
www.donkeykong64.com

DONKEY KONG 64 PART TWO



Here's What's Left!

After wrenching our way through Jungle Japes, Angry Aztec, Frantic Factory, and Gloomy Galleon in last month's XG (#67), we present you with the second half of Donkey Kong 64, including the remaining tips and secrets.

Fairy Finder

If you want the 201st Golden Banana, you'll need to photograph all 20 of these beauties and go back to the Fairy-faced island. If you get them all, you'll get an extended, humorous ending.

Jungle Japes
1. Behind the shattered Rambi Wall
2. Beyond the hill with Lanky's Orangstand

Angry Aztec
1. Inside the Llama-faced Temple
2. Inside Tiny's part of the five-faced Temple

Frantic Factory
1. In the hallway en route to DK's number game
2. In the room with Funky's Shop

Gloomy Galleon
1. Smash the chests with Chunky's Primate Punch
2. Inside the sunken ship jail cell with Tiny

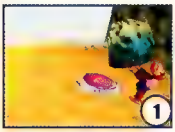
Fungi Forest
1. Inside the Barn with Diddy
2. Inside the Thornbush Barn with DK

Crystal Caves
1. In the third level of the Cabin with Diddy
2. Inside the Igloo with Tiny

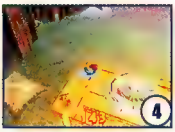
Creepy Castle
1. Inside the Museum with Tiny
2. Inside the Hollowed Tree with DK

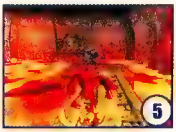
DK Isles
1. On the island with the lone palm tree
2. Outside the entrance to Hideout Helm
3. Smash the box in Frantic Factory's opening
4. In the Fungi Forest opening, hit the Feather switch near the ceiling of the room

Hideout Helm
1. Behind the door with the N64 and Rare coins
2. Behind the door with the N64 and Rare coins









DK Isles

Objectives

1. Throwing Rocks

Once you've broken Chunky out of his cell in Frantic Factory, he can be put to immediate use in DK Isles. One of the first things you can have that oversized ape do is take Bananaport #2 to Angry Aztec's opening. Instead of going inside, take a detour to the right. You'll see boulders covering up music pads. Heave them off and play some tunes. And if you're going to play Lanky's Trombone, take Bananaport #2 back down and switch in the Change Barrel. If you enter Angry Aztec to switch, the boulders will have magically returned.

2. Photographing Fairies

One of the major things you'll need to remember to do in DK Isles is to go to the island with the fairy face and use Tiny to go inside. When you're inside, you'll get the Camera to take snapshots of the Fairies in all the different worlds. For each Fairy, you'll gain the ability to tote around more Coconut Crystals and film.

3. Breaking Up the Party

Inside the opening of Frantic Factory you'll see a big honkin' box with a question mark on the side. You'll need to use Chunky and his dastardly Primate Punch to open it up. Inside, you'll find one of those fancy-haired guys hording a Blueprint, and you'll also have access to a hidden Fairy.

4. Vanished

Once you've gained access to Fungi Forest and have acquired Gorilla Gone for Chunky, there's a way to get a Battle Arena to appear in the opening room. First, you'll need to look at the ceiling to see a giant mushroom floating around. Hit it with all the Kongs (using the Kong that matches the mushroom's color), and a door will open with a Chunky pad. Once you use Gorilla Gone, a Battle Arena will open up.

5. Bridge Over River Lava

Once you've gained access to the final level, Hideout Helm, you'll see a blond-haired Krusha hanging out on a little island surrounded by lava. You'll need to bring up your Sniper Scope and hit the Coconut Target that's on the opposite side of the room. After you nail the target, a bridge will rise from the depths of magma to assist you in pounding the Krusha. Run across and beat him down for what should be your final piece of the Blueprint pie.

6. Snide's Unreachable HQ

If you're having a hard time finding Snide, read on. You'll need to take Bananaport #4 to Frantic Factory's opening, then turn around. Move a couple of inches to the left of the door and drop off. The platform leads right in!

DK Isles: Golden Bananas

Donkey Kong



Golden Banana #1

If you've gotten this far you'll know that the first Golden Banana of the game will be picked up in the space preceding Jungle Japes. This one is nearly unavoidable, so enjoy it. There's nothing like an easy Golden Banana.



Golden Banana #2

Take Bananaport #4 up to the opening of Frantic Factory. Go to the left of the doorway and drop off to find Snide's HQ. Then, grab the vines. After you're on the first one, let go to discover a Golden Banana behind bars.



Golden Banana #3

Go into the opening to Frantic Factory and pull the lever with the Gorilla Grab. Then go to the newly moving platform. At the top, you'll see a music pad. Hammer those Bongos and Squawk will deliver the goods.



Golden Banana #4

Once you've got access to Crystal Caves, you'll be able to snag this Golden Banana. Use Chunky to break through the two translucent walls, then use the DK Barrel for invincibility to walk across the lava in the opposite room.

Diddy Kong



Golden Banana #1

Move the boulders by Angry Aztec with Chunky and use Lanky to play his Trombone. Take Diddy to the Fungi Forest entrance and jump in the Diddy barrel. At the mouth of the waterfall you'll see a gate. Go there for the gold prize.



Golden Banana #2

Go to Snide's HQ below the door to Frantic Factory. Use the Diddy Pad to spring up into the Banana Barrel. You'll have to play the slots to win the most golden of prizes: the Golden Banana.



Golden Banana #3

Remember that Diddy barrel by the entrance to Fungi Forest? Well, hop in again and fly over that sweet tuft of hair on the main part of DK Island. You'll see a Banana Barrel if you get close enough. You know what to do.



Golden Banana #4

Leave it to Squawk to supply Diddy with another Golden Banana. Go into the opening to Crystal Caves and jump in the Diddy Barrel by going up the ramp. Sky to the top platform and play the Guitar for the prize.

Lanky Kong



Golden Banana #1

Head to the back of the opening to where K. Lumsy is locked up and you'll find a Grape Target to use your Shooter on. This one qualifies as one of the easiest Golden Bananas in the game, so enjoy it.



Golden Banana #2

Inside the main room before you enter Jungle Japes you'll need to grab Chunky and have him remove the boulder. Then grab Lanky and play a quick tune on the open musical space. A Golden Banana is the reward.



Golden Banana #3

Once you've managed to acquire the Handstand Sprint from Cranky in Crystal Caves, head over to where K. Lumsy is trapped. Jump in the Lanky Barrel, then step on the switch and head over to the Golden Banana.



Golden Banana #4

Once you've monkeyed your way into Creepy Castle's lobby, move the boulder with Chunky to expose a Lanky Pad. Bloat up to the top and you'll find a Banana Barrel with a difficult mini-game. Win to gain a Golden Banana.

Tiny Kong



Golden Banana #1

Go into the opening to Angry Aztec and use Diddy's Chimpy Charge on the two gongs. Next, take Tiny to the ledge and use her Pony Tail Twirl to float to the Banana Barrel in the middle of the room. Your prize awaits.



Golden Banana #2

Go to the opening of Gloomy Galleon and use Chunky to hit the switch. A small gate will open, so take Tiny to the highest platform and Pony Tail Twirl into the Tiny barrel. Swim through the newly opened hole to a Golden Banana.



Golden Banana #3

Head over to the Fairy-faced island where you picked up the Camera (you did pick up the Camera, didn't you?) and go around the back of it. You'll see a target for a Feather Bow shot and a Golden Banana inside the cage.



Golden Banana #4

Remember that Monkeyport Pad that's on the bottom floor of K. Rool's Hideout? Go there and use Tiny to get to the top level. Play her Saxophone on the pad and Squawk will swing in with a Golden Banana.

Chunky Kong



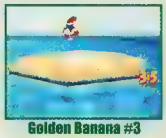
Golden Banana #1

Exit Angry Aztec and go to the left where you'll see two huge boulders for Chunky to move. You'll unearth two music pads, one of which you can play your Triangle on. Do it and jingle your way to a Golden Banana.



Golden Banana #2

Yowzer! This is one of those easy Golden Bananas that takes about as much effort as falling asleep. Around the Main Island, you'll find a Chunky target to shoot. Inside, the prize you're looking for awaits.



Golden Banana #3

Once you've gotten Tiny's Golden Banana #4, a Chunky barrel will appear on the island next to the Fairy-faced Island. Jump in and hurry over to the plateau with the X (on the map). Use the Simian Slam for a Golden Banana.



Golden Banana #4

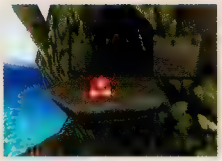
Once you gain access to the Hideout Helm, you'll have access to one of the final Golden Bananas. Go into K. Rool's mouth, use Gorilla Gone, and vines will show up. Use the vines on the left that lead to a Banana Barrel.

DK Isles (the map)

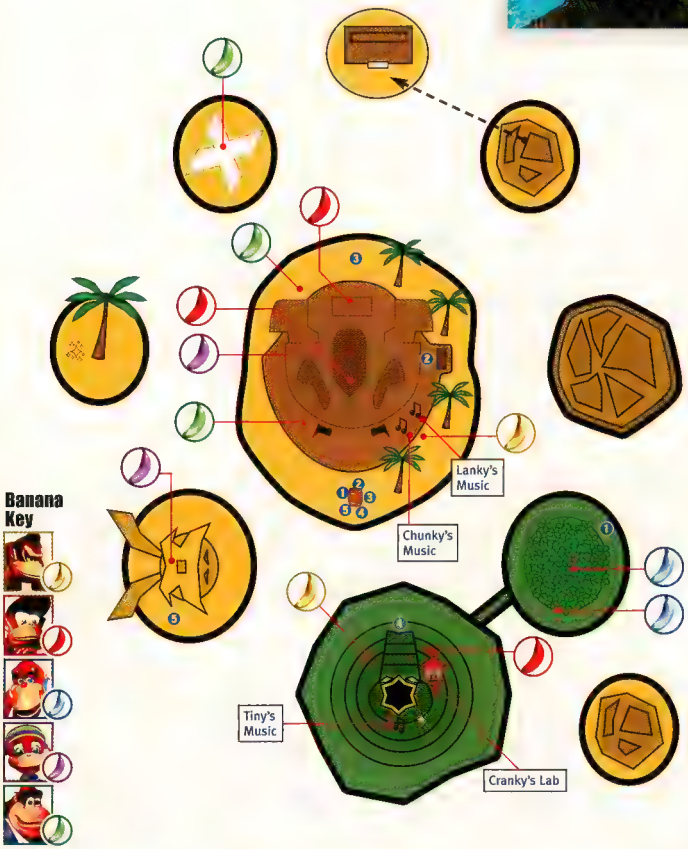
Map Key

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

Banana Warps	Change Barrels	Banana Fairy	Kong Blueprints	Arena Battle	Cranky's Lab	Music Pads



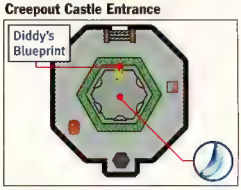
If you're having trouble finding Snide's HQ in DK Isles, don't stress. It's one of those things we found by accident. All you need to do is take Bananaport #4 to the opening of Frantic Factory. From there inch to the left and freefall. A couple feet below you'll find a platform that enters into the isles version of Snide's HQ.



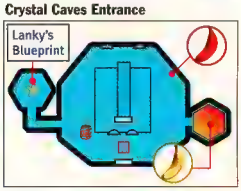
Hideout Helm Entrance



Creepout Castle Entrance



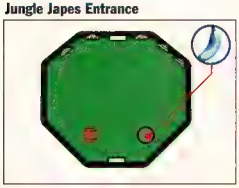
Crystal Caves Entrance



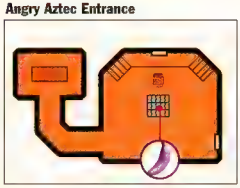
Fungi Forest Entrance



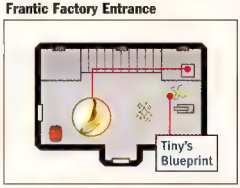
Jungle Japes Entrance



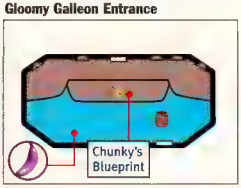
Angry Aztec Entrance

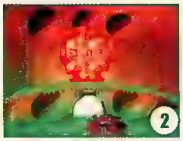


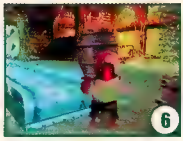
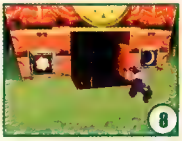
Frantic Factory Entrance



Gloomy Galleon Entrance



World 5: Fungi Forest

Objectives

1. The Impossible Race
Once engaged in Chunky's Mine Cart Race, you'll realize it's not a one shot deal. There are more obstacles to avoid in the mine than Kong law allows. Remember to ring the blue bells hanging overhead—they'll open the gates that you'd otherwise run into. Also remember to be quick on the jump button to save yourself from just about everything. You have to finish with 50 Coins (you lose three with every hit).

2. Target Practice
Once you've moseyed over to the Giant Mushroom, you'll see a target for each Kong on the inside. Once you've each used your blasters to push in the targets, barrels will appear on several levels of the mushroom. Use those to propel the Kongs to the needed areas.

3. What Once Was Lost
It might be easy to forget some of the earlier skills of your Kongs, but don't. One thing that still comes in handy is Lanky's Orangstand. Use the barrels inside the Giant Mushroom to propel you to the top of it. Once there, go outside. It seems like there's nothing much to do with all those closed doors, but if you use Lanky's Orangstand, you'll be able to walk right to the top of the Giant Mushroom and hit a switch that will open two different doors.

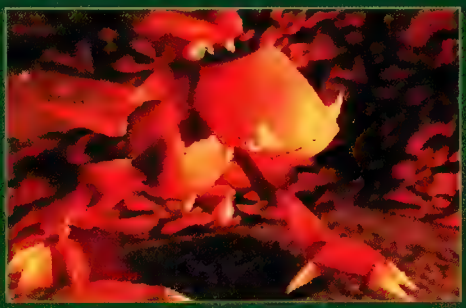
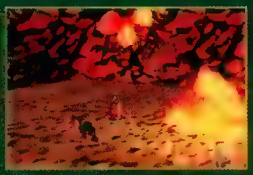
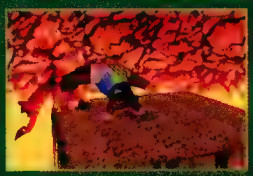
4. Arachnophobia
A tough challenge lies in the hunt for Tiny's second Golden Banana. You'll square off against a spider and his arachnid henchmen. Beat up the little spiders (your Feather Bow does solid damage), then hit the big spider in the eye when he opens it.

5. Radio Flyer
Racing behind the Owl in Fungi Forest with Diddy is about as much fun as lopping off your arm. Firstly, you'll have to make it to the Big Tree (the passage in the room with the Giant Mushroom). Once you're there, you'll have to hop on a stump and tune up Diddy's axe. After the music is played, the Owl will come out and you'll need to jump in the Diddy barrel. Flying through the rings becomes a war of attrition. Camera angles and Diddy's lack of balance make this one painful.

6. Stop Underage Drinking
This time-consuming goal will lead to a couple of Golden Bananas. It's worth the effort. You'll need to go to the Mill during the day and punch the funny-looking door with a Primate Punch. If you go inside and hit the question mark boxes, switches will open up for Tiny, as well as a Triangle music pad. You'll also notice a keg inside. Play music on the pad, then pick up the keg and tote it around to the opening of the Mill that welcomes all. If you throw all three kegs on the crusher, you'll get the reward.

7. Wacing Wabbits
One of the hardest challenges in Fungi Forest will be racing the rabbit. You'll have to beat him twice (the second time will be helped by a Lanky Barrel). Just make sure you have the Orangstand Sprint so you can beat him up. The key to winning is short-cutting around difficult-to-make checkpoints. Just don't miss more than five of them!

8. Sunshine & Rain
Remember to fire at the two switches in the Treehouse of Fungi Forest to switch from day to night. The key is to inspect the entire world at both times to find everything.

Boss: Fire Fly 2 vs. Chunky Kong

After you've plodded through Fungi Forest, you'll have to beat down the first of two recycled bosses. But this time, when you fight fire with brawn, it's a lot tougher. You'll also have to do more work than the first time you gave the Fire Fly a talkin' to. Just make sure you're full on energy, because you're definitely going to need health, along with some Kong agility.

1. **Hit & Run:** Just like when you first faced the Fire Fly, you'll have to avoid fireballs, then thrust a TNT barrel at him. After the first time, though, it's no easy task. Try to position yourself very close to the barrel—once he's done spewing flames all over the place, you'll have to quickly toss the barrel or he'll fly sky high.

2. **Wave of Fire:** Be conscious of a new attack this hot-blooded attacker has learned. He'll stomp the ground and a wall of flames will sweep the entire surface. If you've got watermelons, just take the hit and rush over to the TNT barrel. If not, you can hang onto the edge of the platform (though this is tough and could lead to your early demise).

3. **Funky Hunky Chunky Monkey:** After you've shoved enough TNT down the Fire Fly's maw, you'll have to go toe to toe with him. A Chunky Barrel will appear and you'll need to jump in it and start throwing fists. If you can unload with a few Primate Punches, you're better off. But if you just stick with quick jabs, it's only a matter of time before your nemesis turns to ash.

Arena Finder

You'll have to have at least four Battle Crowns to enter the ring and face K. Rool. Here's where you can find them.

Jungle Japes
1. In front of Funky's Shop.

Angry Aztec
1. Once Lanky shoots down the flying bird.

Frantic Factory
1. In the R&D room once DK pulls the lever.

Gloomy Galleon
1. Smash the gate below Cranky's Lab.

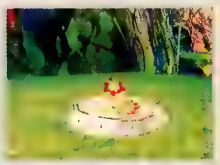
Fungi Forest
1. Near the top of the Giant Mushroom.

Crystal Caves
1. After playing with DK in the Cabin.

Creepy Castle
1. After Lanky navigates the Shack maze.

DK Isles
1. Inside the room with Snide's HQ.
2. At Fungi Forest's opening, hit the mushroom and use Chunky's Gorilla Gone.

Hideout Helm
1. Fly to the top of the machine with Diddy.



Fungi Forest: Golden Bananas

Donkey Kong



Golden Banana #1

Go to the Mill. Inside, break the question mark box with Chunky. Simian Slam the switch with DK. Use the levers to activate the conveyor belt (Pull 2-1-1-3-2), then return to the outside at night to get the Golden Banana.



Golden Banana #2

Once you've found the Giant Mushroom, go inside and use the ladders to find the third floor exit. From there, climb up the only ladder you'll see. A Barrel Blast is next and a shot at a Golden Banana.



Golden Banana #3

Head into the Giant Mushroom. Hit all of the targets with each Kong and cannons will appear. Use the Simian Slam on the DK switch, then hop into the first cannon you see. You'll be propelled to the Golden Banana.



Golden Banana #4

Go behind the barn by the Mill. Use the DK Barrel and hit the DK switch. Go into the barn and Simian Slam the Question Mark box. Then hit the switch, climb the ladders, and swing on the vines to a Banana Barrel.

Diddy Kong



Golden Banana #1

Outside of the Giant Mushroom on the ground level, you'll find a trampoline mushroom that will propel you into the Diddy Barrel. Use it to sky to the top of the Giant Mushroom where a Banana Barrel will be looming.



Golden Banana #2

Go to the loft of the house by the Mill at night. Let the Red Bananas lead you there. Use the Simian Spring to get to the opening. Use Guitar Gazump to summon the bird with the flashlight. Navigate the rafters to get the gold.



Golden Banana #3

At night, climb to the top of the Mill. Hit the Diddy switch and go inside. Shoot the ON light with your Popguns. Next, Chimpy Charge the Wench UP arrow. Then find the nearby guitar symbol that will appear for the gold.



Golden Banana #4

Head to the Big Tree and ready yourself with a test of flying skill against the crazy Owl (this challenge has driven mortals to the madhouse). After completing it, you'll still have to hit a Banana Barrel for the Golden Banana.

Lanky Kong



Golden Banana #1

At night, go to the Mill and use Baboon Balloon. Find a small opening on the roof of the loft (with a bunch of blue bananas). Go inside, hit the switch, and wipe out the three bloodthirsty bats for a Golden Banana.



Golden Banana #2

Orangstand to the top of the Giant Mushroom. Hit the Lanky switch and rush into the door by the Change Barrel. Use the red mushrooms to skyrocket near the ceiling where you can grab the Golden Banana.



Golden Banana #3

Hit the switch on top of the outside of the Giant Mushroom. Go to the door opposite the Change Barrel. Hit the mushrooms in the order of the Kongs in the picture (yellow, red, purple, green, blue) to get a Banana Barrel.



Golden Banana #4

During the daytime, go to the Big Tree. Find a slumbering rabbit. You'll have to race the rabbit twice, and if you win both times (the second time you'll need Handstand Sprint from Crystal Caves), you'll get a Golden Banana.

Tiny Kong



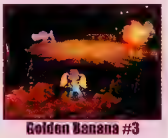
Golden Banana #1

On the ground level of the Giant Mushroom, hit the switch and climb up the ladder by the earphones. Go left to find another ladder. From that level, go left and hop across the platforms until you run into the Banana Barrel.



Golden Banana #2

Once you've gotten the conveyor belt going, you'll open a door for Tiny to enter behind the Mill. Go in at night and there'll be a small opening to fit into. You'll fight a spider mini-boss (one tough arachnid). A win means gold.



Golden Banana #3

Once Lanky has used his Grape Shooter to open up the path to the Big Tree, shrink Tiny down and bring her to her instrument pad. You'll have to throw some grenades, but it's easy. You'll get the Seed and a Golden Banana.



Golden Banana #4

Once you have the Golden Banana by the Big Tree, you'll be able to pick up the Seed. Bring the Seed to the barren area by Funky's Store and a big vine will sprout up. Shrink Tiny, play music, and get your reward.

Chunky Kong



Golden Banana #1

When you first enter Fungi Forest, you'll see a well to your right. Go over to it with Chunky and give it the Simian Slam. The grate will break and you'll be engaged with a hugely challenging Mine Cart Race for a Golden Banana.



Golden Banana #2

Go to the area with Funky and huge tomatoes will pop out of the ground. Use the Chunky barrel, then the Super Simian Slam to crush them. After that, take the apple to the opening room and set it on the green apple space.



Golden Banana #3

At the top of the Giant Mushroom, you'll find a pad for Chunky to Super Simian Slam. Go inside (make sure you have lots of ammo) and hit the switch to start the puzzle. Shoot the tiles to recreate the picture of Chunky.



Golden Banana #4

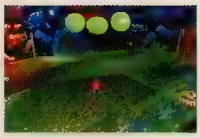
Punch the door of the Mill (the closed funny looking one). Go in, grab the keg, and punch the question mark boxes. Bring the keg to where the conveyor belt is. Drop all three kegs on the belt and a Golden Banana will appear.

Fungi Forest (the map)

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

Map Key

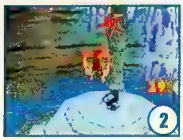
Banana Warps	Change Barrels	Banana Fairy	Troff and Scoff	Kong Blueprints	Arena Battle	Cranky, Snide, & Funky	Music Pads



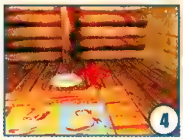
If you're trying to switch up Kongs in Fungi Forest's main room and you can't seem to locate a Change Barrel, have no fear. All you have to do is hop on one of those fancy spotted red mushrooms and be springboarded into it. One of the trampoline mushrooms will actually propel you to a Diddy Barrel so he can use his jetpack to sky around and wreak chimp havoc on the world below.

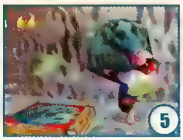
Banana Key

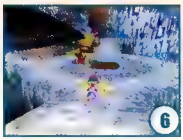












World 6: Crystal Caves

Objectives

1. Topping Off

A quick thing you'll want to do is locate Candy's Store. She's got not one, but two gifts for you. You'll be set up with another full Melon for your health meter, and she'll upgrade the amount of times you can use your instrument. Doubly good. You'll also want to swing by Funky's Shop for an Ammo Belt. Oh, and visit Cranky so you can acquire Gorilla Gone for Chunky and the all-important Monkeyport for Tiny.

2. A Superstar Is What You Are

Once you find the Igloo, there's something else you'll want to find: the Diddy Barrel. From the Diddy Barrel you'll need to sky over to the Igloo and fly through that fancy DK Star. If you're successful, Music Pads for each Kong will encircle the Igloo so they can gain entrance and grab their Golden Bananas from inside.

3. Make A Fist

Inside Crystal Caves there will be glinting shards of ice that can fool you into thinking there is a Change Barrel in the area; but that's not the only deception. One of the main things to look out for are the translucent walls. Behind them you'll often find paths to hidden areas and, of course, that means Golden Bananas. Near the entrance you'll be able to dole out a Primate Punch to smash a wall. Also look for one by the platform near Cranky's Lab.

4. Smashing Baby!

Inside the Lodge you'll be able to grab one of DK's precious Golden Bananas, but the real battling starts after you've played memory. Once you've gotten the gold, a Battle Arena circle will show up. Jump on it, and jump into the fun.

5. Of Monkeys and Boulders

One of your major tasks might take a bit of time, but it'll pay off in the long run. You'll find a boulder near the Ice Castle. Pick it up with Chunky, the ape of boulder moving, and carry it across the narrow plank to a switch with a boulder on it. Drop it on and a switch will start revolving in a nearby room. Find the room with the new target (it's the one with the translucent barrier primed for a Primate Punch), crash it down and go inside. In the room, you'll need to set the huge boulder on the moving target (which is easy enough) and you'll magically have access to new goodies.

6. This Isn't San Francisco!

You know that annoying rumbling followed by stalactites plummeting down onto your skull? Well, that's stoppable—and it's up to Tiny to do it. Once Chunky has destroyed the Ice Domes with his boulder toting, a Tiny Pad will appear. Use it to Monkeyport to the top of the chamber and knock off the helmeted club-bearer.

7. Fly High Frustration

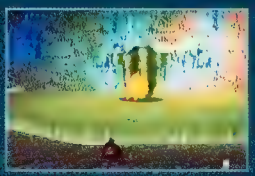
In the Lodge with Diddy, you'll find one room filled with Kremlings. You'll have a short time to get rid of them, but there is a way. Try getting into the Diddy Barrel opposite of the entrance and shooting down the Kremlings to the left and right. Then fly over the center plateau (not too close!) and lure the TNT barrels to one side. Go to the vacant platforms and launch grenades into the center. Once those guys have all been destroyed, fling some grenades to each corner to knock out your overfed enemies. The real trick to winning this little game is to have enough Coconut Crystals and Orange Grenades. If you don't, frustration will surely mount.

More Fun with Those Fairies

You'll notice a Fairy menu when you start up the game with the heading "Mystery." This is where you'll find the bonus features of the game. Below are a list of things unlocked as you continue to take snapshots of Fairies.

x2: DK Theater
View intros to all levels, different game cinemas, and the opening rap.
x6: DK Bonus
Rambi & Enguarde Arenas, Jetpac, and DK arcade games all playable.
x10: Bosses
Take on any of the boss battles (except the final battle with K. Rool).
x15: Krusha Battle
Can use Krusha in multi-player.
x20: Cheats
Option to turn off and on all items throughout the game.




Boss: Army Dillo 2 vs. Donkey Kong

It's déjà vu all over again when you have to battle Army Dillo again, but this time he comes correct with some powerful new weapons. He's still a punk, though, so don't fret. You'll be able to collapse his little shell with a few Dynamite Barrels.

1. Back from the Dead: The strategy at the beginning is pretty much the same as the first time you had to pummel this joker. You'll have to avoid a slew of fireballs thrust from his side cannons. After that's over, just line him up and knock him down with a handful of TNT.

2. Bomb Shelter: No matter what you're forced to avoid, the key to breaking Army Dillo in half is to stay close to your TNT barrel so that you can fling it once the attacks dissipate.

3. Electric Shocks: One of the new additions to your old nemesis are two booster rockets that will lift his burly metallic body into the air so he can drop down and shake up the ground. When he does this, you'll see a ring of electricity spew out. To avoid it, you'll have to have good timing. When it's close enough, jump up and hope for the best.

4. Stop Following Me: The meanest addition to Army Dillo's arsenal is a homing rocket that can light you up like a firecracker. The hardest part of escaping is that you won't have an easy time seeing your ape. Just dance around with sharp turns and try to get away before you get smoked. Before he shoots off this bullet, though, he'll paint the sky with fireballs. Avoid these by watching for their shadows.

Crystal Caves: Golden Bananas

Donkey Kong



Golden Banana #1

Find the Banana Blast circle for DK by Cranky's House. It's quite a ride, but at the end of it, if you play your barrels right, you'll find a Banana Barrel. The mini-game for the Golden Banana is easy fun.



Golden Banana #2

Once you locate Candy's Store, grab DK and use his Bongos while on the pad. A door will open and you'll be invited into a bee haven. Shoot them all down (it'll take quite a bit of ammo) and you'll get a Golden Banana.



Golden Banana #3

Go to the cabin with the Bongo Pad in front (it's right by Bananaport #2). Play the bongos to enter. You'll have to be quick matching all the faces (there are two per Kong), but if you finish, you'll get a Golden Banana.



Golden Banana #4

Head into the Igloo once the musical pads are unlocked. Go inside, and bring your dexterity. You'll have to carefully navigate through a dangerous, spinning maze. Get to the middle and you'll get a Golden Banana.

Diddy Kong



Golden Banana #1

On the top level of the Main Lodge you can play a quick tune on the music pad and open a door. Go in and knock out the bad guys, then use the Jetpack to ignite all the candle-stick tops. If you do, you're in for a Golden Banana.



Golden Banana #2

On the middle level of the Main Lodge, be prepared with lots of Coconut Crystals and a load of grenades. Go in and blow up all the enemies in the alotted time by using the Diddy barrel. You'll end up with a Golden Banana.



Golden Banana #3

Go to the cabin with all of the music pads and play the one on the middle level. You'll be thrust into the dumbest and hardest contest. Destroy all the enemies in the very short time to achieve the hard-est Golden Banana.



Golden Banana #4

Go to the Igloo after flying through the DK logo. You'll have to play your Guitar, then engage in a quick game. Pick up the barrels, and underneath will be a number. Uncover them in order (one through six) for a Golden Banana.

Lanky Kong



Golden Banana #1

Once you find the Ice Castle, grab Lanky and get ready to stomp. Hit the switch, enter, and you'll have to flip tiles against a blue tomato. Just follow him around and don't hit the question mark squares to get a Golden Banana.



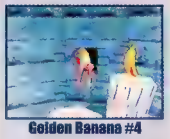
Golden Banana #2

Find the Cabin beyond the waterfall and float to the roof. Play a tune and run inside. Pound the enemy once you've entered, then float up to the Lanky Barrel. From there, hit the switch and sprint over to the Golden Banana.



Golden Banana #3

This evil race will put your patience to the test. You'll have to pop the top on the Ice Castle with the switch, then Baboon Balloon into the hole. You'll need 50 Coins and a win to get the Golden Banana. It's tough.



Golden Banana #4

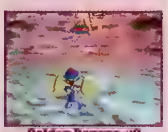
Skip over to the Igloo and play a quick tune to open the gate. Go inside and pound all the evil hench-men down; Lanky Pads will then appear. Bloat to the top of the ice sculpture and you'll find a Golden Banana.

Tiny Kong



Golden Banana #1

Go to the Saxophone pad at the Main Lodge and go inside. Make sure you've got a ton of Orange Grenades, because you'll need them. Blow up all the little gators and a Golden Banana will sprout from the darkness.



Golden Banana #2

Go to the ledge surround-ing the lower pool and you'll see a little opening by a Tiny Barrel. Shrink down and enter the open-ing. You'll have to be light-ning quick once you get inside the Banana Barrel that floats in there.



Golden Banana #3

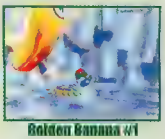
You'll see a tricky little Tiny barrel alongside a ledge and a small opening up ahead. You'll have to Pony Tail Twirl across to the barrel, then back to the main path. Once inside, use Monkeyport to take advantage of a little prize.



Golden Banana #4

Hop over to the Igloo and go inside after playing your Saxophone. Inside, you'll need to stomp the meandering target, then stomp it again three times before time is up. If you succeed, you'll get a Golden Banana.

Chunky Kong



Golden Banana #1

Go straight ahead once you enter Crystal Caves. You'll see a translucent wall. Load up with the ol' Primate Punch and break through. You'll find a Chunky Pad. Step on it, hit Z, and a Golden Banana will appear.



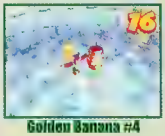
Golden Banana #2

Go to the Main Lodge (by Candy's Store) and play the Triangle on the pad. Once inside, avoid the spotlights and Super Simian Slam the three tar-gets to make a Chunky Pad appear. Vanish and go to the Banana Barrel.



Golden Banana #3

Grab the boulder near the Central Castle and carry it to the boulder switch. The ice wall around the giant boulder will explode. Stick the giant boulder on the moving pad, then go back to the translucent bubble near the Igloo.



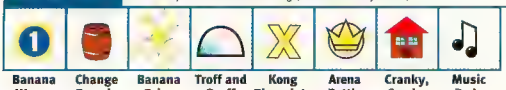
Golden Banana #4

Head to the Igloo and play a note on Chunky's musi-cal pad. Inside, you'll need to stop the flames from getting to the TNT wick. If you succeed, you'll save the Rabbit and he'll hand over a gift. Guess what it might be.

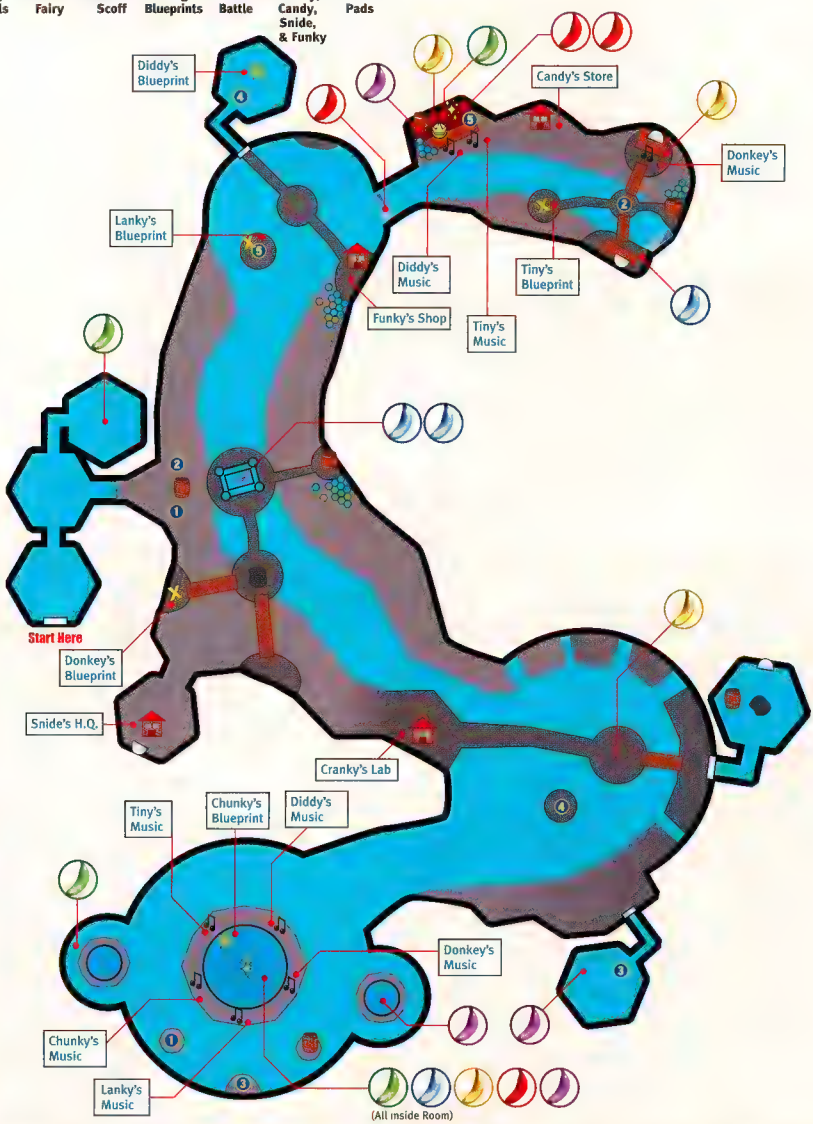
Crystal Caves (the map)

Map Key

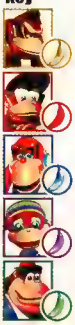
Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).



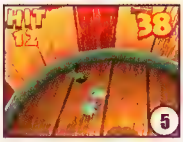
Banana Warps | Change Barrels | Banana Fairy | Troff and Scoff | Kong Blueprints | Arena Battle | Cranky, Candy, Snide, & Funky | Music Pads



Banana Key






World 7: Creepy Castle

Objectives

1. First Things First

Right past the entrance you'll find a twisted looking tree with a DK Pad in front of it. Jump on and you'll be thrust into the final Barrel Blast of the entire game. If you crash through it with flying colors, you'll open up the gate to enter that tree. Once that's open you can grab the DK Blueprint and thrash around with Chunky.

2. Paying the Price

You'll have to get to Creepy Castle to acquire two of the most important upgrades. First, you'll have to stop by Cranky's Lab for the Super Duper Simian Slam, which will allow the Kongs to utilize those red switches. Secondly, a trip to Funky's is in order. He'll give you the Sniper Scope, which is a necessity in Creepy Castle. You can also finish off Candy by stopping by and getting an instrument upgrade, but I've always thought those were a waste of time.

3. Riding the Rail

Once you're in the hunt for Golden Bananas you'll engage in another one of those fancy Mine Cart races. This time you'll have DK and you'll have to acquire 25 Coins while first going through the mine, then back the way you came. Remember to jump from rail to rail to survive the onslaught of ghosts. Also, listen for sounds to alert you when tombstones will pop up in the dark underbelly of the mine.

4. Literary Devices

Once you're inside the Library you'll have to find a stack of books to the right where there's a DK switch. Pound the baddies, and once you slam that switch atop the pile of books, a DK Barrel will help you swim through the brilliant Richard Ford novels.

5. Baffling Beavers

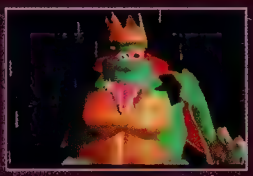
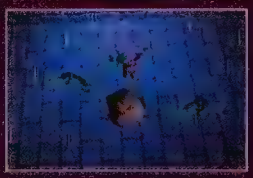
Twice in Creepy Castle you'll be asked to do the impossible: 15 beavers in 60 seconds. It takes a lot of luck and patience, but there are some tricks to try to average one beaver in the hole every four seconds. First, don't constantly jam on the B button. Your scare tactics won't be as effective. Instead, give a quick bark, then do it to their opposite side. It's tough since they turn however they want, but lots of times they'll launch themselves into the hole. Also, when the beavers are on the lip of the hole but not flopping in, ignore them. They're not moving and you'll find yourself screaming. Don't chase the beavers directly. Circling around them will really help them dive to the abyss. Finally, when the beavers are pinned to the wall, jump on them and bark. That'll get them moving.

6. Where's Dick Trickle?

The racing rematch between Tiny and the slot car is a huge challenge. There's simply only one way to win. You'll have to choose wisely, but missing the flags you're supposed to drive through is the only way. Be careful, though; if you're not even remotely close to the flag, it won't count it as a miss and you'll be driving yourself crazy. Also remember to use the R shoulder button to sharpen your turns in hard to reach places.

7. A Door of Many Targets

When you find the underground Crypt you'll have access to a couple new Golden Bananas with Diddy, Chunky, and DK. Hit each switch with the respective shooter and jump into a couple of challenges. There are Bananaports that will speed you through the pathways.

Boss: Kardboard K. Rool vs. The Kongs

Whatever depths you thought K. Rool would sink to in his vain attempts to conquer the world, this one is certainly the most laughable. You'll need to shoot yourself from the cannons into the cardboard cutout to knock this guy to pieces. You'll be able to compete until you beat down the faux K. Rool or until you've launched each of your five Kongs into the cosmos.

1. Three Times Is the Charm: Once the fun begins you'll need to hit the cutout three times by jumping into one of the four cannons facing K. Rool. Be patient and you shouldn't lose one of your Kongs here. Just remember that it'll take a lot more anticipation later on, so risking your Kongs in the early stage could be costly.

2. Color Quotient: After you've managed to dismantle one of the arms from your nemesis, you'll have to use a little discretion. You'll first have to dodge laser blasts, then there will be two K. Rool's to choose from. Make sure you blast your Kong into the one that is brightly colored (not the shadowy one).

3. Anticipation Generation: Once you've taken off both of K. Rool's arms, you'll be going for the head. This is where the challenge is. You'll need to anticipate where he'll show up next and make sure to jump into a barrel before he even gets there. Sound tough? It is. The trick is this: K. Rool will pop up from right to left. You'll need to see (or hear) him and then hop into the cannon of the next spot where he should show up. This takes patience and usually more than one life.

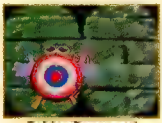
Piecing Together Blueprints

So all of those Blueprints you've been collecting seem to be of little value, right? Well, not quite. Once you've finally busted into Hideout Helm, Blueprints help to make sure that time is on your side. You'll have 10 minutes to finish up the 10 mini-games (two per Kong) en route to fighting K. Rool. But for each Blueprint you acquire, you'll be given an additional minute. So if you manage to horde the whole load of Blueprints and turn them in to Snide, you'll get a total of 50 minutes to successfully demonstrate your Kong mastery at mini-games. You'll also be given the option of playing eight different mini-games any time you feel like you need to brush up on some of those fancy-schmancy mini-gamin' skillz you've developed.



Creepy Castle: Golden Bananas

Donkey Kong



Golden Banana #1

Once you have the Sniper Scope from Funky and you've completed the Barrel Blast, head into the tree and shoot the Coconut Target. From there, you'll need to snipe the moving targets to raise the water level for a Golden Banana.



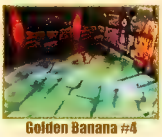
Golden Banana #2

Find the DK switch in the Catacombs and give it a Super Duper Simian Slam. Go inside and you'll find a puzzle. You'll have all the time you need to make a DK face. If you do it, you'll get the Golden Banana reward.



Golden Banana #3

Find the DK switch by Bananaport #5 and you'll open the door to the Library. Hurry down. Once inside, go left to find a room of books. Kill the bad guys to open a door to flying books. Jump in the DK Barrel and you'll score.



Golden Banana #4

Go into the ghoulish Crypt and shoot the Coconut Target. When you get inside you'll see a diagram on the wall. With your back to the exit, pull the top left, then the top right, then the bottom left levers to enter the Mine.

Diddy Kong



Golden Banana #1

Within the Catacombs you'll find a Diddy switch. Hit it, then go inside. You'll have to hit the Peanut Target with your Sniper Scope. Chains will descend, and you can ride them straight to the Golden Banana.



Golden Banana #2

Hit the switch to head into the Ballroom. Once inside, you'll have to beat up all the baddies. Once they're eliminated, jump in the Diddy Barrel and ignite all the candle wicks. A Banana Barrel will appear to earn a Golden Banana.



Golden Banana #3

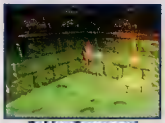
Go inside the Crypt and find the face with a Peanut Target next to it. Enter the mouth and go left, then left again. Chimpy Charge the switches in numerical order to expose the Golden Banana inside the big coffin.



Golden Banana #4

For this Golden Banana you'll need to find the Diddy Barrel and jump in. Once you do, go straight to the top of the entire Castle where you'll see two connected clouds. Where Rapunzel should be, you'll find a Banana Barrel.

Lanky Kong



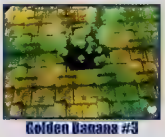
Golden Banana #1

Inside the Catacombs, prepare to bloat your belly. Go to the Lanky switch, and once you're inside, toot on the Trombone. You'll have to carefully float from pad to pad and into the Banana Barrel for some Kremling Kosh.



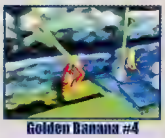
Golden Banana #2

Stroll up to the red Lanky Pad by the Greenhouse and hit the switch. A door will open to a maze. If you navigate it quickly enough, you'll end up with a Golden Banana and a Battle Arena space will appear.



Golden Banana #3

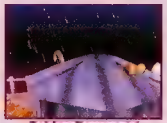
Use Bananaport #5 and slam the Lanky switch to open the door. Beat down the monsters and a Lanky Pad will appear. Shoot the three Grape Targets around the room (use your Sniper), and then Baboon Balloon to the gold.



Golden Banana #4

Go to the Crypt and head right. Shoot the Grape Target and go through. Get under the Lanky Barrel, shoot the Grape Target, then jump in the barrel and sprint to the new opening to the left. Play music to bring down vines.

Tiny Kong



Golden Banana #1

Head to the outside of the Castle where Bananaport #4 is at. You'll see a Tiny barrel and a tin house. Shrink down and use the mushroom to trampoline up to the roof of the house. Inside, kill all the bugs for a Golden Banana.



Golden Banana #2

Once you get inside the doldrums of the Catacombs you'll find a row of purple to follow with Tiny. You'll need to use the infamous Pony Tail Twirl to get over a gaping space and then you can dive into a Banana Barrel.



Golden Banana #3

After Diddy gets his second Golden Banana, use the Switch Barrel right outside of the door and hurry in with Tiny. Once inside, Monkeyport to a new area, jump to the roof to shrink down, enter the small door, and race.



Golden Banana #4

Go to the Crypt and head right. Once inside, shoot the Feather Target and go to the right. Hit the Tiny face and hands will bob up and out of the green mucus. Use the Pony Tail Twirl and go left to get the gold.

Chunky Kong



Golden Banana #1

After DK successfully finishes the Barrel Blast, a door will open on the tree. Go inside with Chunky, punch through the cracked wood, and make sure you've got the Sniper Shot from Funky. Use it and jump into a golden chance.



Golden Banana #2

Find the Chunky switch near the Museum. Put the Super Duper Simian Slam on it, then go on in. You'll have to Primate Punch the three oval shaped things on the wall, then place the newfound boulder on the table for a Golden Banana.



Golden Banana #3

Pineapple Blast your way into the Crypt and find the Pineapple Target. Go inside and break up all the coffins with Primate Punches. You can even give the Super Duper Simian Slam to the big coffin, but you won't need to.



Golden Banana #4

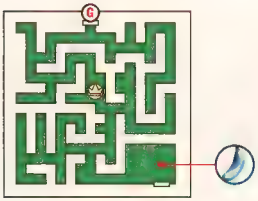
Go to the misplaced Shack (the one by Bananaport #4) and punch the door out with the Primate Punch. Once inside, do the same to the box, exposing a Gorilla Gone switch. Use it and shoot down the bats for a Golden Banana.

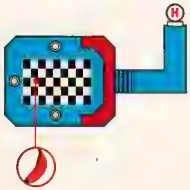
Creepy Castle (the map)

Note: The colored bananas on the map represent the Golden Bananas for each individual Kong (see Banana Key below).

Map Key

Banana Warps	Change Barrels	Banana Fairy	Troff and Scoff	Kong Blueprints	Arena Battle	Cranky, Candy, Snide, & Funky	Music Pads



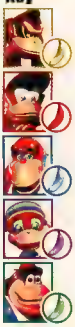


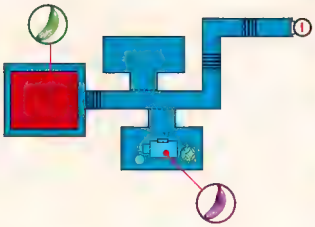


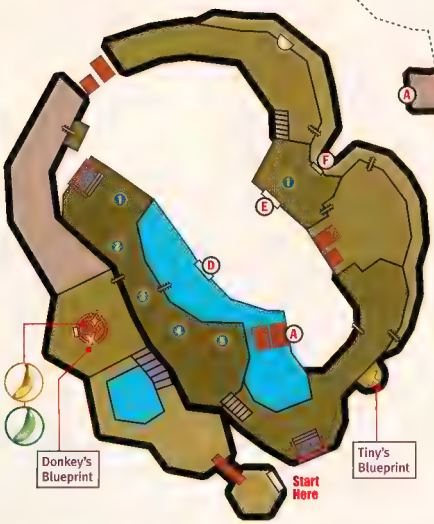


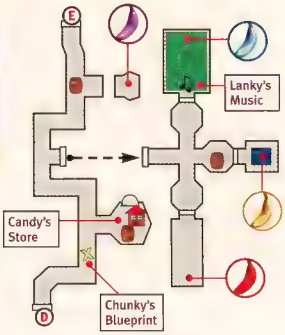


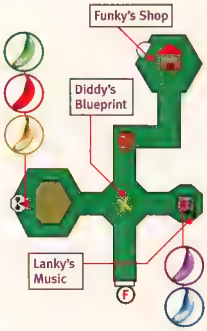
Banana Key







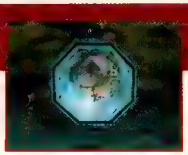




Breaking into Hideout Helm

To enter Hideout Helm you'll need to take Tiny to the Monkeyport on the base of K. Rool's Hideout. From there you can Monkeyport to the very top. Go around to either side and K. Rool's mouth will be open, waiting to devour the Kongs. Just use the Pony Tail Twirl to float inside and prepare for the timed adventure of your DK life. You'll need to use all your Kong skills to advance to the mini-game area.



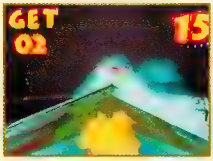




DK's Helm Games



In the first game you'll take over Rambi's body in an attempt to run over a pile of Kremlings before the time expires. Each time you nail a Kremling, you'll jerk up; so beware of those electric fixtures. Hit them and you'll have to start over.

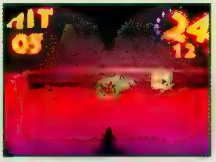


This mini-game is one of the easiest, and the coolest part is that it's even fun. All that expert barrel shooting in the first eight levels will pay dividends here. You'll have to hit three targets in the time allotted. This is DK's finest hour.

Chunky's Helm Games



This one is all the fun of a clambake. Just jump into that silly Chunky Barrel looming above and break open those question mark boxes with pipe-hitting Primate Punches. You'll only have to break them until you find a hidden Kremling.



You'll have to snipe Kremlings like a possessed ape in this little game. It's nice to have a plethora of homing pineapples in your arsenal, but it's not necessary. Just remember to account for distance, because those Kremling cracks move in a hurry.

Tiny's Helm Games

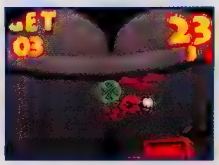


For the first mini-game, you'll have to bounce off of the red spotted mushrooms and use the Pony Tail Twirl to hover through three DK Stars. The trick, as is often the case, is simple patience. If you become unraveled, so will your hair.



The second game is a bit tougher. You'll have to avoid dropping on the floor while spinning through DK Stars. Remember that after you've gone through all of the Stars, you'll need to swing over and hit the switch—otherwise it won't count!

Lanky's Helm Games

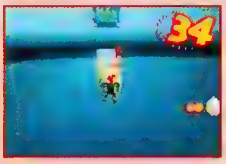


Shooting bees has never been so challenging. You'll have to snipe down quite a few of those bad boys, and the best strategy is to immediately jump onto a pile of boxes to give yourself a better angle. Use the sniper scope to dominate.

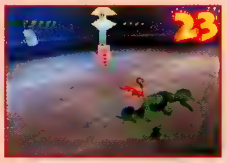


Speed is certainly the name of this game. You'll have to use the Orangstand Sprint to speed to the switch and then find the exit. This one doesn't take a lot of brains; just make sure that you stay away from the enemies. Lost time will cost you.

Diddy's Helm Games



For the first game you'll have to jump in the Diddy Barrel and shoot all of the targets on the sides of the walls. There are four of them, and they're tough. Just remember to use the Z button to hover once you get one lined up. You won't have much time to spare.



This one is a little tough. You have to knock out the Kremling who touched the switch, then hit the switch yourself. The way to go about it is to knock as many Kremlings on their backsides as you can until time is short; then hit the switch.

Don't Forget the Coins!



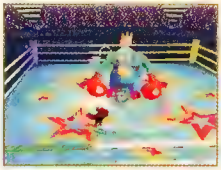
Remember how Cranky advised you to get 15 Banana Medals because he had a surprise? Well you'll have to bring them over to him if you plan on taking a shot at K. Rool. Once you do, he'll show off his creation: the Jetpac. You'll have to score 5,000 points to weasel the Rareware Coin from that monkey, but that's not the only Coin you'll need. Remember to beat the DK Classic arcade machine not once, but twice (both times without injuring poor Mario) to get the Nintendo Coin. You'll need both of those to get the eighth and final key to loose K. Lumsy and to to be a contender in the biggest heavyweight fight DK fans have ever seen.



K. Rool vs. the Kongs

K. Rool's thrown everything but the kitchen sink at you, and now it's time to throw it back. A win here will free DK Isles forever from K. Rool's horrible wrath—until the sequel, of course. You'll need all five Kongs in tip top shape to take down the boss. Good luck!

Donkey Kong vs. K. Rool

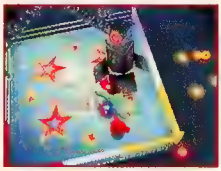




Now that you've finally entered the ring against K. Rool, be prepared. Before you know it, he'll start hopping around causing shockwaves. Dodge a couple of those and barrels will appear above each of the turnbuckles. Climb the turnbuckle, jump in the barrel, and fire yourself at him to score a DK KO. Once K. Rool starts lifting his gloves to acknowledge the crowd, you can unload on him by hitting the Z button. The first two barrels are a breeze, but the third and fourth aren't so easy. K. Rool will wise up to your timing and fake a glove raise. Just wait and fire when he taunts the second time. You'll have to have brilliant timing with the final barrel. He usually throws six sets of jabs, then taunts briefly, so you'll have to hammer him quickly.

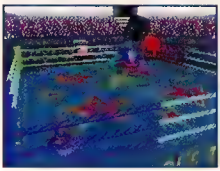
Diddy Kong vs. K. Rool

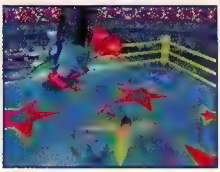




Once K. Rool's been saved by the bell, you'll take the hip chimp into the ring to battle the champ. This little contest is one of the more difficult ones. You'll have to dodge a flying glove a couple of times until a Diddy barrel will appear. Getting into the barrel is no small task, but once inside, you'll have to sky to the top of the ring where you'll see targets on each side of one of the spotlights. You'll need to hit both sides with your Peanut Popguns to make it fall on K. Rool's noggin. Use your Z button to hover once you've lined up the target, but you'll probably get hit by the glove. Try letting off the gas, then fire up the engine and try to hit the target with good timing while flying upward, and avoid being hit. You'll have to plop all four spotlights down to win.

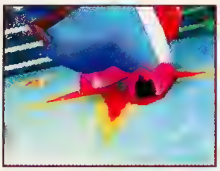
Lanky Kong vs. K. Rool

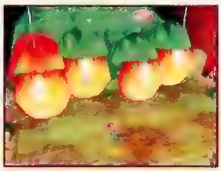




Lanky's round against K. Rool is a little unusual, but so is a 12 round boxing match between monkeys and a lizard. You'll have to start out as all matches, dodging K. Rool for a couple seconds. He's blind to your whereabouts and will walk around without much intent. After a couple seconds, a group of numbers will pop up and you'll need to use your extra stretchy go-go Lanky arms to reach out and touch the numbers. There's no particular order to do it in, so go to the nearest one. Once you hit the target (which isn't so easy), a barrel will rise up. Grab the barrel and throw it into the middle of the ring. Then jump on a Musicpad and wait for K. Rool to be across from you with the banana in the middle. Play a tune and he'll slip and fall. Do this four times to advance.

Tiny Kong vs. K. Rool

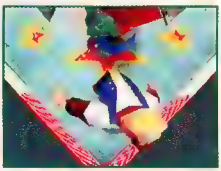




The oddities continue when our favorite girl-illa hops into the ring against K. Rool. With Tiny, you'll first need to dodge a plethora of shockwaves (this is easy enough by hovering with the Pony Tail Twirl). After a couple of bolts of electricity, a Tiny Barrel will appear. K. Rool will be nursing his sore rump, so jump into the barrel and then enter that tiny opening on his left shoe. Once inside, you'll see four toes. You'll need to shoot them with your Feather Bow once a toe lifts. They'll lift from left to right, one each time you enter the shoe. The first toe will only take one hit, the second will take two hits, the third will need three hits, and the fourth toe—you guessed it—takes four hits. Before the toes lift, they'll randomly wiggle and attack, so be nimble and get out of the way!

Chunky Kong vs. K. Rool





The final fight is a real test of boxing skill. K. Rool has suddenly acquired the ability to vanish, and he uses it here. You'll need to avoid his shadow, make your way to the center of the ring, and Super Duper Simian Slam the Chunky Switch. Once you do that, Gorilla Gone pads will appear in the ring. Go to one of those, tap the Z button, and both K. Rool and a Chunky Barrel will appear. Hop into the Chunky Barrel and you'll have to stop a charging K. Rool from the corner of the ring. The first time he'll come slowly, the second time he'll be faster, and the third time he'll be quick and invisible. The fourth time he'll be invisible and he'll dodge left and right en route to the corner. Just time your Primate Punch perfectly and you'll be OK. Four solid hits and you can hang up the gloves for good.



It's Time to Set Things Right!

by Greg Sewart
greg_sewart@zd.com

Yep, it's definitely the largest Tomb Raider adventure of the bunch. And unlike a lot of games that seem to fall into a similar trap, Tomb Raider: The Last Revelation's story is spectacular. Despite some incredibly frustrating puzzles throughout certain levels, it keeps you hooked right up until the climax.

The following pages contain step-by-step instructions on how to complete the remainder of this gargantuan game (In case you missed it, we covered the first 12 levels last month).

Remember: 1) Save early and save often, 2) Revolvers are a girl's best friend, and 3) Never trust anyone, least of all your friends. Tomb Raider: TLR is the perfect example of modern firepower vanquishing ancient curses and destroying historic artifacts. This is archaeology at its finest!

database

time to complete	Forever
challenge	Hard
best weapon	Revolver
worst weapon	Crossbow
most overused prop	The lions' heads
nasty looking	Young Lara's CG
also try	Tomb Raider 1-3
system	PlayStation
publisher	Eidos
developer	Core

TEEN T CONTENT RATED BY ESRB

www.tombraider.com



Level Thirteen: Return to Sacred Lake

❑ Remember this area? Head down the corridor to reach the little island you saw before. Now combine the Sun Goddess and Sun Disk to create the Sun Talisman. Place this little idol on the spike in the center of the island and watch the light show.

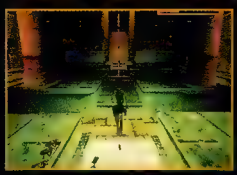
❑ Before entering the door to the east, check out the rooms to the north and south first. The southern room in particular holds lots of goodies for those adventurers who are willing to slide down the pole and investigate.

❑ Head through the western door when you're ready and find the big chamber with the odd rock formation in the center. Before climbing up there to shimmy over to the opposite wall, inspect the eastern wall for some more goodies. Now, shimmy over to the northern exit in the room. Find the crawlspace to the right and hoist Lara up to the next level. Do a running jump across the chasm up here to continue.

❑ Now drop down to the broken catwalks below (you're above the previous cavern) and look to your left. See that hole in the wall? You guessed it—you're going through it.

❑ Do a running jump and grab the ledge, then hoist Lara up and deal with a couple bats. Drop all the way to the bottom floor in the next room, and be sure to check the antechamber to the south. Now just head outside and find the exit on the opposite side of the dunes to complete the level.

Level Fourteen: Tomb of Semerkhet





❑ After the touching reunion with Von Croy, Lara needs to slide down the next slope. In a scene straight out of The Mummy, you are attacked by dozens of Morgue Beetles. These things can't be killed, so jump to the ceiling and shimmy across the room.

❑ Take the pole right to the bottom. Don't bother with the Torch on the second floor—it'll only slow you down, and it's largely useless in this area. There are Beetles down here. Dash to each switch (there are three), roll, and dash to the opposite side of the room. Repeat this process until Lara has visited each wall in here, then climb back up the pole one level. Now enter the newly opened door. Once inside, push on the red areas in the wall until one of them opens. You'll be greeted with an ancient game room. Find the ladder to climb in here. Don't worry, you'll be returning soon enough.

❑ After making your way to the next room, take out a couple of dogs and then find the three fire traps on the far wall. You need to wait for each flame to subside before you can reach into each hole and set off a switch. Be fast, and save often. Once that's done, a door will open to the right of the puzzle. Head in there to find six more firetraps. Yup, you need to activate each of these too. Have fun!

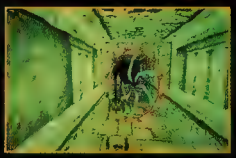
❑ Alrighty, head back out to the main room and climb atop the new platform. Use it to jump to the center pillar's upper tier and find yet another fire trap! Activate this, then shimmy as far to the right as possible for a secret room.

❑ Now drop down and go into the center of the room to get the Senet Rules tablet. Then, head back to the game room. Find the ladder opposite the one you just came through to play Senet against Semerkhet. Save before you play, and keep trying until you win. Once that's accomplished, jump across the new platforms to the exit.

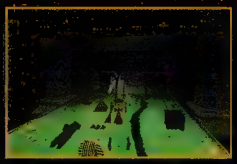
❑ Keep going until you fall through a hole in the floor. At that point, sprint to the other end of the room and grab the pole before the Beetles get you. Find another pole in the reflection room and head down. Move the game pieces to their corresponding colored tiles to open an exit in the reflection room and head back up.

❑ Once you've fallen through this new exit, take a right into the red carpet room and enjoy the cinema marking the end of the level.

Level Fifteen: Guardian of Semerkhet



❑ Drop down that hole in the floor. Now you need to deal with two rings o' blades. Remember your run 'n' roll technique? Time to use it. Watch the blades to get the timing down, then dash forward. Remember to save before you attempt this.
❑ In the map room, climb up into the corridor to the west and go through the crawlspace. Now, pull the lever wheel six times and run along the catwalks, jumping when necessary. Go too slow, and the door ahead will close. Stop, and Lara will be sliced by the blades closing behind her. Keep running past the door to the pedestal with the Golden Vraeus. Get away from it quickly, though—a blade trap is about to be sprung. Now head back to the entrance and avoid the sunken spots on the floor.
❑ Use your new trinket in the map room and grab the Guardian Key. Use this beside the trap door in here to continue to the Guardian.
❑ Hang a right and head down the hall...you hear that? You should be fairly alarmed at that incredibly big-sounding thing banging on all the doors. Sooner or later, the Guardian will crash through one of them and attack. Make a 180 and sprint in the opposite direction. Wait for the Guardian at the far doorway and jump out of its way as it charges. Voilà! Instant exit. Repeat the process with the next door.
❑ When you're in the next room, let the Guardian charge at you in front of each "eye button" in order to activate them. When the two doors finally open, take the right hand one for some extra goodies and then the left one to complete the level.

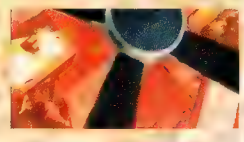


Level Sixteen: Desert Railroad

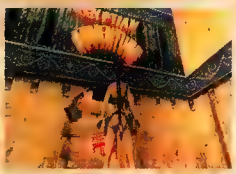
❑ First of all, push the lever in this train car (we'll be back for that other switch soon). Now exit and jump to the other car. Keep in mind that missing a jump is fatal in this level, so constantly save. Work your way through the next three cars, and watch for bad guys.
❑ Climb to the top and travel over the roofs of the next two cars, working your way toward the back of the train. When you reach the second "blue tarp" car, hang off of the side of it and monkey-swing to the rear.
❑ Finally, climb to the top of the last car. If you lower Lara down on the back, you'll find a secret area. Otherwise, hang off the south side of the car to reach the crawlspace and gain access inside. You'll find a Crowbar in there. Use it on the switch.
❑ Now you get to work your way back to the front of the train. Use the Crowbar in the other switch at your original starting point to open the opposite doorway. Congratulations, you've survived the Desert Railroad.

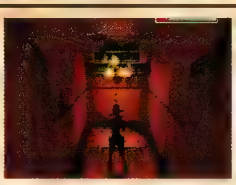
Level Seventeen: Alexandria

❑ Enter the city and you'll see a gray-clad man run to the right. Shoot him if you like; he won't attack you unless you follow him.
❑ Enter the big house with the pillars out front and go upstairs. You'll meet Jean up there and learn where Lara must go next. Before leaving Jean's office, make sure you find the Laser-Sight on the bureau. Combine it with your Revolver.
❑ Now all you really need to do is go into the part of the city where the gray man went and follow the path to the exit. If you like, you can search the buildings for treasure. Be careful of gun-toting henchmen, however. They all have a hate-on for our heroine.



Level Eighteen: Coastal Ruins

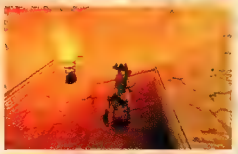


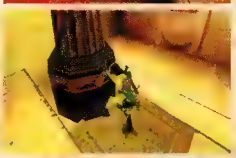


❑ Find the Egyptian Adventure doorway and shoot out the boards. Follow the path to the pyramid room and take a left. Shoot out the next boards you see in a doorway and enter that room. See that mirror? Everything that is sunken on the floor is a spike trap. Use the mirror to navigate Lara to the southeast part of the room so she can grab the Crossbow. Now head back to the pyramid room.
❑ There are two doors on the western wall—take the one on the right. When she lands, Lara has to shoot every vase on the opposite end of the room within a few seconds or she dies. Equip your Crossbow with some Explosive Rounds and fire. One shot gets the job done.
❑ Grab the Token on the floor and use the crawlspace to leave. Run back past the cage in an earlier room and hang a right until you find the room with the electronic snake charmer. Use the Token and climb to the room up above. In this room, grab the Broom Handle and pry a Hook from the wall; now go back down to the cage.
❑ Combine the Broom Handle and Hook, and use it on the southern wall of the cage to reach the Keys.
❑ Back outside, follow the original street to two archways and take the one on the right. Jump across the water in here to the crawlspace and go up the ladder to reach the coast.
❑ Run around the hill to the right to find the next structure. Destroy the skeletons here by either using a head-shot (your Revolver/Laser-Sight combo is good for this) or an explosive Crossbow round. Go up to where they came from and use your new Keys to enter the Catacombs.
❑ This level is simple enough right now. Go into the northern room, press the big button with the face carving on the northern wall, and then head back to the Coastal Ruins.

Level Nineteen: Lower Catacombs

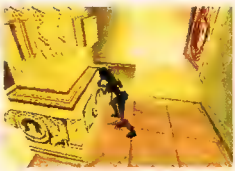
❑ Get back down to the floor in the Coastal Ruins and enter the area below the hanging rock. Look around for a Torch on the ground. Pick it up and use the nearby fire to light it.
❑ Go stand under the rope and jump straight up—bang! Enter the crawlspace it was hanging in front of to gain access to the lower Catacombs level.
❑ Once you're here, follow the corridor to the single room in this area. Pull the big pillar onto the brown floor tile in the middle of the room and head back out to the Coastal Ruins.
❑ Now you simply have to run back up to the Upper Catacombs to continue to the next step in the game.





Level Twenty: Upper Catacombs

❑ Remember the sculpture in the northern room? Push it to the southern wall of the first room. A spirit will be released, so run through the new door to the west and follow the path to the right until you see a cross. The spirit will be destroyed on it.
❑ Next, go back to the pole you passed a minute ago and slide to the bottom. Pull the switch and get ready for some Tarzan-style action. You've got to swing across the room using two ropes at odd angles.
❑ Once that's accomplished, look for the ladder texture on the far wall and climb to the floor. Now climb up into the crawlspace on the southern wall. Slide down the ramps into the water.
❑ Climb onto some stairs and jump south from the platforms. Pull the first switch you find. Jump across the new platforms until you can grab the ceiling, then grapple to the other side of the room. The switch in the next area reveals two more platforms, as well as



Level Twenty: Upper Catacombs (cont.)

a spirit. You'll find a cross underwater that will destroy it. Now return to the stairway where you first started this section.



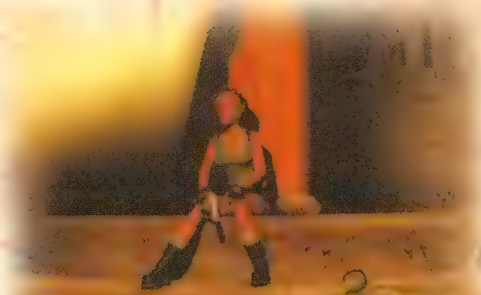




❑ Now, jump to the middle floor and the new platforms Lara just created.
❑ Finally, jump to the greenish hallway to the south and drop to the small alcove on your left. Just shimmy to the right as far as you can and drop down.
❑ Swing across the chasm in this room with the rope and make your way to the pedestal with the first Trident on it. Jump west and head north to find the ladder out of here. The second Trident is at the top.
❑ Now climb the pole to the top to reach the beginning of the Catacombs again.
❑ Go back down to the double-rope room and find the ladder on the right of the entrance; jump to it and climb to the floor. Go find the other ladder on the north wall and climb it. In the next room, find the brick wall in the back and climb it; you want to make your way east in the next room and find yet another ladder. The third Trident is up here. Now find the rope and swing across. Find your way into the small alcove and climb the pole for the fourth Trident. Now climb the ladder in the back of this room to return to the Coastal Ruins.
❑ Once there, make your way back to the entrance of the Upper Catacombs again.
❑ Now go back to the two-rope room and climb to the floor. Find the opening near the pool of water on the western wall to enter the Temple of Poseidon.

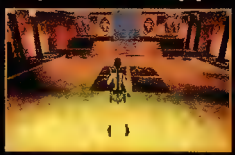
Level Twenty One: Temple of Poseidon

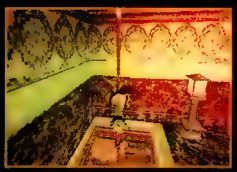
❑ Climb down to the lower floor from the corridor above. Enter the north opening first and go forward until you reach a huge face. Next, crawl through the tunnel below. Now work your way to a big statue; use the first Trident on it and go back to the main chamber.
❑ Now go through the southern opening and climb the pole. You'll find a second statue up here—the home of the second Trident. Back to the main chamber!
❑ Now the eastern room. Climb up the brick wall opposite the giant face to the third statue (you know the drill). Head back to the main chamber once more. You may notice a spirit chasing you. If you like, climb up to the entrance of the level and lure it to the cross there.
❑ In the western room, jump over the firetrap in the floor and into the crawl-space. The final statue is in here, and we bet you can guess what to do. Now get back to the main chamber—don't worry, the firetrap has been disabled.
❑ Jump into the big hole in the middle of the room, swim to the bottom, and go through the western passage. Take either stairway and be prepared for a ghost attack (where are Bill Murray and Dan Akroyd when you need them?). Shoot the two vases to reveal the crosses that destroy the spirits.
❑ Now find the large casket in the next room. Open it for the Left Gauntlet and to reveal the exit to this level. Time to do some heavy reading.



Level Twenty Two: The Lost Library

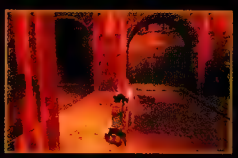
❑ Once you find the main chamber, head through the middle door on the northern wall. Slide down this pole, but avoid the blades spinning around each rim. At the bottom, go to the next pole and climb up. Again, avoid the spinning blades.
❑ The axe guy in the next room can be destroyed with one shot to the heart from your Revolver. Grab the Golden Star on the wall and find the ladder on a column to the south. Climb it.
❑ Slide down the next pole, destroy two more axemen, and find a ladder to descend.
❑ You will face a bronze horseman at the bottom. Shoot him in the chest with the revolver to knock him off his steed, then once more in the chest to best him and retrieve the Horseman's Gem. Climb back up the ladder and use the Gem near the closed gate. Pull the rope you find the in the room beyond.
❑ Now head back down to that big room with the first Star in it. Find the exit on the western wall and go through. Be careful of the swinging



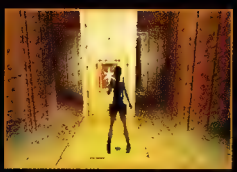


chains. When you find a trap door, use the action button to open it and jump into the water.
❑ Swim through the grate you just opened to the west and get the two Stars in the little room there.
❑ Go back to the main chamber. It's the room with the big blue doors in it. Head into the left door on the southern wall.
❑ Place the Golden Stars into the holes in the planetarium. Now you need to place the planets in the circles around the floor. Earth (the one with the blue stripe) goes in the middle. The colors from the center to the outside go gray, green, red, and orange. Go through the door this puzzle opens (natch).
❑ Find the snake room. This puzzle looks difficult, but it really isn't. Start with the snake closest to you, then pull the lever beside it. Now just move in a counter-clockwise direction, pulling each lever. Eventually, all the flames will light and the puzzle will be solved. Next, climb up the new platforms in the middle of the room. Find your way to





the catwalk above the main chamber from here. Head through the left door on the south wall. Two fire ghosts will attack, so sprint back to a spring you passed recently to extinguish the phantom menaces. Return to the room they appeared in and get the Pharos Pillar.
❑ Go back out and through the right door on the southern end of the main room.
❑ When Lara lands on the ramp, get out of the way fast or become a pancake. Run up said ramp as far as possible and jump to the handle on the left. Climb to the new platform you just raised, face south, and jump to the



platform above Lara. Climb into the space above that and follow it around to the end. Now jump just above his eyes and climb to the top of his mane. Pull the switch that you'll find there.
❑ Jump back until you fall to his jaws, grab on, and climb up. At the back, you'll find another pole to climb.
❑ In the next room, pick up the Torch on the floor, step on either grate to light a pedestal, and use the action button to light your Torch. Now run through the next couple of rooms until you reach a wooden floor. Throw your Torch onto it. Drop into the next room and grab the Scroll that Lara's staring at. Enter the space in the eastern wall to get back to the main chamber. From here, work your way back up to the catwalks. Head through the right door on the northern wall up there.
❑ Stand in front of the pedestal with the large harp and use the Music Scroll to open the next door. Pull the rope in this next area to open those blue doors.

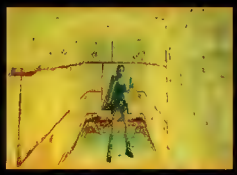
Level Twenty Three: Hall of Demetrius

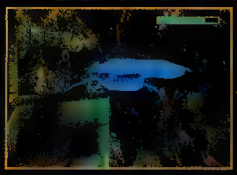
❑ Run down the corridor into a large room, then head south and go through the entrance. After running up a ramp, Lara will find the Pharos Knot on a pedestal. Now return to the big room.
❑ Alright, another heartfelt reunion with you-know-who! As soon as all the theatrics are over, turn Lara around and dispatch the henchmen. Next, go back up to the room where the Pharos Knot used to reside.
❑ See the scrape marks on the floor? Grab that lamp and pull it along those telltale signs to open the exit to this level.
❑ You're back in the Coastal Ruins area. Oh joy of joys! Check the center of the room for a pair of broken glasses... Hmm, what could those have to do with anything?
❑ Look up and you'll see a ladder that our heroine can use to get out of here.



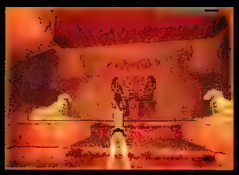
❑ Once you're finally outside, it's time to get wet. Dive into the drink and swim northeast for a while until you clear the cliffs and buildings. Now start looking for an underwater tunnel to the south. Once you see the swaying seaweed, you know you're on the right track. The current will take you from here.

Level Twenty Four: Pharos, Temple of Isis

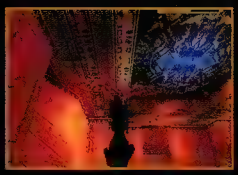


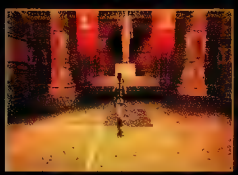


❑ Watch for the hammerhead shark in the vicinity. If Lara is running low on air, there's a pocket at the very top of this room. Head into the right opening on the top half of the temple. Use the Pharos Pillar in here, and dive back in.
❑ Go into the left opening and insert the Pharos Knot. The doors at the bottom of the temple will now open. Before Lara's even close to dry, though, she finds a new hole with water in it. Dive in, open the door on the north wall, and continue to swim to the next room. You will enter a huge chamber with a statue at the other side near the top of the southern stairs. Go to the end of the room, turn right, and search out the column that has the Black Beetle on the wall above it. Pry it loose and be ready to deal with a swarm of Morgue Beetles.



❑ Run across to the western wall, climb the pillar, and go into the hole above. Now push the button in there.
❑ Alright, back to the statue. To the left you'll find another Black Beetle in the wall. Grab it. Hey, a new platform along the eastern wall has risen! Even more surprising is the button above the pillar. Lower Lara into the hole that appears in front of the Isis statue and sprint to the north of the room below. Hoist her up on the pillar to the east. Hold the jump button and she'll automatically vault back to the platform behind her. Grab the Winding Key and push the button to get back to the Isis room. Head to the main chamber again and go up the western staircase.
❑ The northern opening in this next room is useless. Ignore it. Both the west and south rooms need to be explored, though.
❑ Fall into the hole, and, at the very last second, hit the jump button. The moment you hit the water, hold forward and the action button. If you do this right, Lara will vault out of the liquid just before it's ignited. Grab the Black Beetle out of the wall and walk around to the side. You'll have to perform a tricky jump to the entrance (as the ramp has now become a stairway). Repeat the process for the other room.
❑ Go back to the main room and the northern stairway.
❑ In Cleopatra's Palaces, head straight across the main chamber to the stairs. Use the Crowbar on the wall with the face on it, and use it again when you reach the next one. Slide down the revealed ramp to a very familiar room. Repeat the process you did the last two times you were in similar chambers to get the final Black Beetle. Now make your way back to the Temple of Isis.



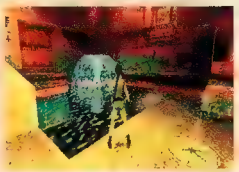


❑ Go back to the room with the Black Pyramid and place the Black Beetles on each side. When it opens, grab the Mechanical Scarab and combine it with the Winding Key. Now it's back to Cleopatra's Palaces.



Level Twenty Five: Cleopatra's Palaces

❑ Go to that northern stairway again. Look for the beetle image on the floor and use the Mechanical Scarab on it. First, follow it through the spike trap, then pick it back up. Do this whenever you see a beetle symbol on the floor.
❑ Enter the northern chamber in the next room and grab the Right Gauntlet out of the casket. Be careful of the blade trap while exiting.
❑ Continue east through the corridor until you see a room on the west wall. Inside, pull the switch and climb up to the block that has risen. Face west and jump to the crack in the wall. Now, shimmy to the right as far as you can and pull yourself up to the next area. In the northern room, Lara will find the Right Greave. Exit back to the room you were in when you pulled the switch. Head south and go through an exit to the east. Watch to your left for yet another opening where Lara can obtain the Pharos Knot.
❑ Exit, turn left, and run until you see



some stairs. Go past them and follow the corridor directly behind them. At the next stairwell, use the Pharos Knot to unlock the door.
❑ Climb to the pedestal in the next room and meet Lara's doppelgänger. Much like the one in the first game, if it takes damage, so does Lara. Find the block on the north side of the room and use it to reach the "monkey bars." Swing across them to the next corridor. Follow it all the way down and hoist Lara up to the next level. Be wary of birds appearing and attacking the Lara statue below. Watch for your life bar to appear and then begin to deplete—that means it's time to draw a weapon and do some hunting.
❑ Work your way west until you find an opening up in the wall. Get into it and jump to the platform in the middle of the room. Jump to the switches on either side to open doors. Get the artifacts from each room and combine them to make the Portal Guardian. Be sure to use it on the doorway you haven't gone through yet.
❑ Equip Lara's best weapon and prepare to fight two of Cleopatra's guards. Just keep jumping from left to right while shooting to take the least amount of damage. Once they're defeated, check the rooms they came from for the Breast Plate and the Left Greave.
❑ Now simply drop into either hole on the side of the throne to end the level.

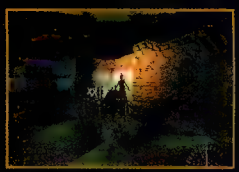
Level Twenty Six: City of the Dead

❑ Take out the two guards on the building and hop on the motorbike. Running down any men you see, take a left at the first intersection and a right at the second. Get off the bike and run to the opposite building from the machine guns. Kick in the door and pull the dead guy off the metal grating.
❑ When you're done, get back on your hog and go back the way you came. Take the first left in this direction and park that bad boy.
❑ Climb into the crawlspace against the building and find the switch.



❑ Get back on the bike. See that sand pile to the left? Gun it and jump up to those construction signs. Crash through them and go down to the next level. Jump into the next entrance and dive into the pool of water far below. In the next room, find the slide that goes into a square chamber. Now look for a slot to shimmy across until you find a place to pull yourself up.
❑ Turn around and use your Revolver to hit a swinging pendulum in the middle of the room—it will release a spirit. Now drop down and take the stairs to the right and go into the water. This will destroy the spirit giving chase and provide an escape for Lara.
❑ Once Lara's out of the water, maneuver her back to the pool she fell into. It's frozen now! Cross it and pull the lever on the other side. Now go back to where the ghost first appeared. Go through the new doorway and climb the subsequent platforms to return to the surface. At the final platform, be sure to

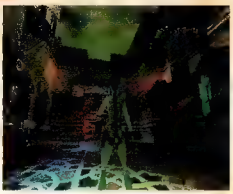




lower Lara down and hold on. Shimmy to the right until she can stand up. Make a running jump at the lever on the opposite wall and pull it. Now go back and get your bike. Once you have it, drive through the newly opened gate.
❑ When you reach the stairway, drive right to the top and jump across the ramp you find there. Get off the bike to pull the lever.
❑ Get back on the bike and drive to the top again; but this time hang a right and drop into the hole. Go back to the room with the dead body.
❑ Get into the crawlspace above the grate and make a running jump to the next building. Go through the open door.
❑ Out here, equip your Revolver and use the scope to aim at a barrel of gas behind the two automatic guns. Shoot and and watch the ensuing fireworks. Now jump to the building those two guns were on and pull another lever. Finally, go back for your bike and exit the level through the gate Lara just opened.

Level Twenty Seven: Chambers of Tulun





❑ On the first building, look for an opening in the wall above you. Park your bike beneath it, and get Lara off the bike and into the mosque. Run straight through to the exit and head west until you see a gigantic Egyptian "something" charge at you. Turn around and sprint back to the point where Lara entered the building and climb onto the pillar to the right of the doorway.
❑ Do a running jump to the top of the arch over the door to the north. Jump to the left and follow this catwalk until you see a ladder ahead. Jump to it and shimmy around two corners to the next ledge. Now follow the path until Lara can hoist herself to the roof. Push that big lever in the center.
❑ OK, now you're on the clock. Jump to the ledge that's jutting out on the wall to your right. From there, jump to the rope hanging in the center of the room. Now turn to the right and swing to the southern platform.
❑ Upon landing, ignore the gun-toting baddie and fall into the hole with the ramp. Lara will end up beside her bike. Drive down the road and jump over a ravine after you turn left. Drive until Lara slams into a step and can go no further.
❑ Run to the large wooden wheel past where you had to stop the bike and pull it three times. Find the opening to the right and climb up the ladder. If the huge Egyptian gets out of the mosque at any point while you're doing any of the preceding things, his hammering will keep Lara from climbing to the top of the ladder. With that in mind, you better be quick.

Level Twenty Eight: Citadel Gate

❑ When Lara meets Sergeant Aziz, a cinema will play. Listen carefully to what she has to do next. Go forward until you see the "beast" Aziz spoke of, and use the dash button to get past it.
❑ Round a few more corners until you see a step to the west. Climb it, and then hoist Lara up on the block in the north wall.
❑ Pull the middle lever on the north wall in this new area. Find the ledge in the southwest corner. On top is another lever—pull it. Now go back down to the first three levers; pull the left, then the right.
❑ Drop down the hole furthest from Lara and use the Crowbar to throw the switch you find there. Now return to the room above and enter the other hole in the floor. Activate the switch and get out fast. You should be suffering a locust attack right about now.



❑ Once you're topside again, go through the new doorway and follow the corridor to the top. Grab the dangling rope and swing to the platform on the opposite side of the room. Now turn east and jump to the small roof in the distance. Jump to the next two awnings and finally to the ladder. Now shimmy around the corner and drop.
❑ Face east and jump to the next platform. Now turn and jump to the platform below to the southeast.
❑ Alright, look for the reddish alcove around here, jump to it, and run to the end. Now jump towards the burning jeep and find the Nitrous Oxide Canister behind it.
❑ Finally, jump across the huge chasm and follow the streets back to the beginning of the level. Be sure to dash past the beast and to talk to Aziz before returning to the Chambers of Tulun.



Level Twenty Nine: Trenches

❑ Now that you're back in the Chambers of Tulun, go back to Lara's bike and hop on. Simply drive down the northern path to the Trenches.
❑ Once you're over the first dune, have Lara ditch the bike and go on foot to the first intersection. Turn right and enter a room with a machine gun. Quickly dive behind the boxes and crawl around behind the gun. You can use the Revolver from here to shoot the gas tank and destroy the infernal thing. Now climb on the tallest box in the room and jump to the north wall.
❑ Now follow the path until you come to a crawlspace on the ground. Go through, and be sure to avoid the two steam traps and gunfire from a baddie on the other end. Once you're through, turn north and go to the next area.
❑ There's a hole you can look through here. Use the Revolver to hit the gas tank on the automatic gun outside, and take out the guard beside it. Now go back through the crawlspace and into the street.
❑ You should find another crawlspace at the next intersection. Go inside to find the Weapon Key Code, then continue down the street.
❑ Grab the first ledge and shimmy around two corners to the right.
❑ Again, watch out for steam traps. At the end, drop down and check the engine of the burning jeep to find a Valve Pipe. Combine this with the Canister you found at Citadel Gate. Now head back to the bike at the beginning of the level.
❑ Put the Nitrous Oxide Feeder on the bike—now you get a speed boost by hitting the turbo button while you're riding.
❑ Head back to the Chambers of Tulun.

Level Thirty: Chambers of Tulun

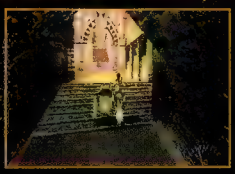
❑ Drive the bike just short of the big ravine in this area. Now make a 180 and go full throttle (with nitro engaged) over the broken staircase ahead. Get off the bike and climb the nearby ledge.
❑ Slide down the next ramp and go north to find a Torch. Now go back to the main room and take the western corridor down a couple of levels. Be wary of henchmen roaming the hallways.
❑ Ignore the ladder you find and look for a door Lara can push open. Take out the guard inside and light the Torch.
❑ Head back to the main room again and go up the ramp to the east. Once you're under the sprinkler system, use the action button with the Torch to set it off. Voilà! All the doors that were locked are now open! Go inside the closest one to Lara and pull the lever inside. Now go back to the main room and follow the northern corridor once again.



❑ Climb the boxes in the room where Lara originally found the Torch and get up on top of the east wall. Shoot all the crates in the next room to reveal a locked gate.
❑ Use the Revolver to shoot off the padlock and find the Roof Key in the next room.
❑ Finally, go back to the room you last pulled the lever in (after setting off the sprinkler system). Turn right and follow this corridor back to your bike. It's time to head back to the Trenches.

Level Thirty One: Trenches

❑ This time Lara should take the northern stairs. While still on them, turn to the right and climb up on the block that's there. Pull the lever to the south to give Lara access to the upper level. Turn around and hoist her up.
❑ After passing one crawlspace, Lara will find another. However, before lowering her down, look for a rock blocking the crack ahead. Pull out her Revolver and do away with it. Now lower her down and start to shimmy left. After going around a turn, drop to a ledge below.
❑ Grab the ceiling and swing across the way. Make sure Lara's at full health. A swarm of locusts is about to attack, and there's nothing she can do to keep from taking damage.
❑ Find the door that the Roof Key opens. Jump across to the next ledge northward and swing to the left after grabbing it. When you get to the short



corridor, follow it to the end and use the Revolver to shoot the switch Lara can see through a crack in the wall.
❑ Go find Lara's bike again and look for two stairways to the left of the first area. Take the right hand stairway and use nitro all the way in order to make the jump here.
❑ Once you've cleared the gap, have Lara climb the nearby ladder to the Street Bazaar.

Level Thirty Two: Street Bazaar

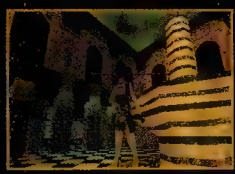
❑ This first room is straight out of *Reservoir Dogs*. Get the Mine Detector Body from the dying man, then look around the room for the Handle. Now go behind the car to find the Car Jack Body. Lastly, go past the ramp the man is lying on and push the red button.
❑ Climb the ladder you find past the door, then swing across the ceiling to the right side of the room. Now look for a crawlspace and use it.
❑ In the next room combine the Car Jack Body with the Handle, then use it to open the grate above Lara.
❑ In the room with lightning you need to go behind the electrical light show and move all the boxes out of the way in order to pull and push the machine behind them into the lightning.
❑ After the next cut scene do a running jump off of the bridge you witnessed getting struck by lightning. Now shimmy across the ladder sections until you can fall onto a roof.
❑ Drop down through a bunch of ramps to the bottom of this area and find the wooden ramps to proceed.
❑ Find the decapitated dude in the next room and you've found the Mine Position Data. Combine it with the Mine Detonator Body to create the Mine Detonator.
❑ Go to the next room and a bull will attack. It will hit the crates in the southwest corner to reveal the exit.
❑ From here you should be able to find your way to the exit. Just look for the really bright street lamp.

Level Thirty Three: Journey to the Citadel

❑ Yep, you're back in the Trenches. Follow the corridor and go up the first set of stairs you see. Follow the street until you reach another set of stairs. Take them, and continue down the path. When you see a large step full of sand, climb up to the ledge just past it. Finally, climb up the familiar ladder that leads back to the Street Bazaar.
❑ In the *Reservoir Dogs* room, you want to take the doorway to the left of the "Mr. Orange Death Ramp." When you reach the skull & crossbones signs, use Lara's Mine Detonator to clear the room out. Now run across and push that shiny, candy-like button on the other side. Going through the door it opens will lead our heroine back to her bike and up the ramp to the Citadel Gate.
❑ Now Lara needs to make use of her nitro boost to clear a mine field. Use it again to fly past the beast and go back to where Aziz lays dying. Enjoy the cinema as he clears the way to the Citadel for Lara.

Level Thirty Four: Citadel

❑ Head south through multiple rooms until you come to a switch. Obviously, you need to pull it. On the west side of the room, a Torch can be found. Grab it and light it immediately. Now head downstairs and set the rope in this room on fire.
❑ After this, going to the room with the big doors Lara opened a few minutes ago will reveal a huge hole in the floor. Jump down to the area below and walk forward until a cinema is triggered.
❑ After the cinema you need to hop to the ledge on your left and then hoist Lara up to the opening on the left wall. Turn her around and lower her down on the opposite edge, but don't let go yet. Shimmy to the left as far as you can, then drop and grab the ledge directly below Lara. Shimmy to the right as far as possible, then drop and grab the next ledge. Finally, shimmy to the right once again and go around two corners till you come to an alcove. Hoist Lara up. Drop to the water below and go northeast until you find another crawlspace. OK, now this is the interesting part. Lower Lara from this crawlspace. The moment she lands, press jump, then press jump again and hold action. If you did it right, you should be holding on to a crack. If you screwed up, you're going for a swim.
❑ Shimmy left and pull Lara up whenever it's possible. Do a 180 and a running jump to the opposite platform. Go up the stairs and the ramp that follows them until you find a switch. Keep your guns handy, as there are henchmen all over the place. Pull the switch when you reach the top of the ramp.
❑ Next, lower Lara down the hole near the lever and proceed to descend two flights of stairs. You'll ultimately reach a compass room.
❑ Look closely at the four ornaments in here and you'll notice that they each have a directional symbol. Push them to their corresponding spots on the floor.
❑ Go through the newly opened door and into the water Lara finds. Swim south into a corridor until she reaches a switch on the roof. Pull it. Return to the main water chamber and proceed through the north corridor. Climb out at the end and go through the southern exit to this room—it leads back to the compass room.
❑ Take the eastern exit from here and pull the lever in the following room. Now go through the compass room again and back into the water.
❑ Once more in the main water area, climb into the corridor in the west wall. There's another lever to push here; do it and head back to the main chamber.
❑ Now go back through the northern corridor again—you'll be able to walk through it because of the water drainage. Pull the switch at the end. Now climb out and go through the



newly opened door to the east.
❑ After a while you'll be attacked by the undead crusaders. Run past them until your path is blocked by wooden planks. Let them come at you—when they swing, jump out of the way. This should destroy the barriers.
❑ Now follow the path between all the lit torches in the next chamber.

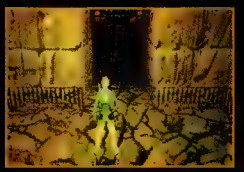
Level Thirty Five: The Sphinx Complex

❑ After whacking the two guards you meet, be sure to pick up the Silver Key one of them has. Use it on the nearby door to access the rest of the level.
❑ Kill the guards in the next area and hop up onto the walls. You need to cross two pits and throw the two switches to proceed.
❑ Once you can see the Sphinx, turn right and slide down the small slope in front of the chasm. Do two diagonal running jumps to the subsequent ledges and clear the gaping hole.
❑ This door is locked, so you'll have to cross the next chasm as well. Walk to the left corner and hop down to the first ledge. You'll have to make another diagonal jump in order to clear this crevice.
❑ Kick in the door to the next building and shoot up the crates for some supplies. Push the large shelf out of the way to reveal an exit. Shoot the grates at both ends of this duct.
❑ Shoot the crates in this new room, and you'll discover that one of them holds a Metal Blade. Moving the shelves around here reveals a surprise, too. Now push the button to open the door and head back outside. You'll have to cross the two chasms you just crossed and run around in front of the Sphinx. Check out that glowing tombstone for a cinema.
❑ OK, now head around to the other side and cross the next gap. Hop down to the flat ledge on the right and do a running jump to get to the opposite side.
❑ Take out two baddies over here and pick up the Wooden Handle. Combine this with the Metal Blade to create a Shovel.
❑ You can use that shiny new Shovel between the two legs of the Sphinx. In fact, there's a shortcut on this side of his leg you can use to get there quicker.

Level Thirty Six: Underneath the Sphinx



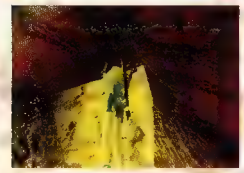
❑ Take out the bats and head down the corridor to a large room. You'll notice two empty rooms with switches in front of them and two motionless bulls at the other end of the main chamber. What Lara needs to do is lure each bull to a separate room (don't worry, they only move one at a time). When you get them in there, dash out and pull the switch to trap them. Save often.
❑ When both bulls are trapped, take a look down the left hall. Lara will notice something; go check it out. You'll find a piece of paper that will translate hieroglyphics for you. Quite useful.
❑ Now go to the three large buttons and push them in the following order: right, left, middle.
❑ Walk through the gate in the left hall and cross over two gaps. Use Lara's Binoculars to read what is in each of the four gaps in the ceiling here.
❑ Go back to the three big switches and press them in this order: right, middle, left. Go to the northern door in the west hall.
❑ In here, navigate the gap and get to the end of the cavern. There are crawlspaces to the north, south, and east. Use a Flare in each and every one and avoid wooden floors at all costs. In the eastern one, you'll find the switch to get back to the main hall. In the northern one, you'll find the Stone of Maat. In the eastern one, you should step on the collapsing tile to access a secret.
❑ Go back to the three switches in the main hall. Now try this combination: middle, left, right. You've just opened the southern door in the west hall.
❑ Cross the pits in this new room and use a strong weapon to take out the four alligators. Afterward, just push all four wall switches surrounding the island and drop down the now-opened grate for the Stone of Khepri. Now pull the switch on the west wall to re-open the gate. Back to the main hall we go! This is the next combination to try: left, middle, right. Now the east door will be open in the east hall.
❑ In this room there are three wall switches on each wall. Press the far right switch on the north wall, then repeat the process on the east wall to get the Stone of Re. Don't pull any other switches or swarms of Morgue Beetles will be released.
❑ OK, go back to the main room. Here's the final sequence for the fourth stone: middle, right, left. The southern door in the east hall is now open.
❑ Cross the pit and get ready for some major swimming fun. You need to navigate a watery maze here. Follow these instructions at each intersection to complete the area.
❑ To reach the first switch go: south, east, south, and south. Pull the switch and head back to the entrance: north, west, up, and up.
❑ Now for the second switch: south, west, and up. Once again, throw the switch and head back to the entrance: east, up, and up.
❑ Third switch time: east, south, south, west, and up. The third switch is in this room. The directions back to the entrance are: east, north, up, west, and up.
❑ Alright, a fourth switch! Here's the map for ya: north and east. Back to the entrance with down and up.
❑ OK, the final room is here: east and up. Grab the Stone of Atum here and pull the final switch. Jump back into the water and head west, up, and up. Cross over that pesky chasm and head back out into the main chamber.
❑ Remember how to get to that gate room? Head there and use all your stone tablets in the surrounding walls. Once you're through the gate, jump to the roof and swing to the other side of the chasm.
❑ This next room has a rotating blade that starts to slowly descend the moment Lara enters the room. Before escaping, she needs to pick up the four Holy Scriptures along the walls. Make liberal use of the dash and roll buttons, then get the heck out of there!
❑ OK, there's one more trap to deal with. The next room you come to is full



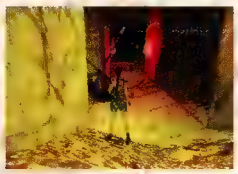


of blade traps. However, if you hold the walk button, they can't hurt you. Walk slowly through the room—whenever a trap goes off in front of you, take a couple steps back. You'll be through here in no time.
❑ Here's one last task for our tireless adventuress. Grab the ceiling and shimmy across to the next level in the game.

Level Thirty Seven: Menkaure's Pyramid



❑ Let's get outside, shall we? Climb up to the grate above and grab the handle. Now lift Lara up over the edge and get ready to fight one huge scorpion. We suggest using the Revolver.
❑ After dispatching the first scorpion, get ready to face a second. Just keep heading north and go across the ravine.



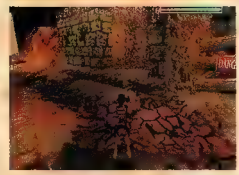
You'll reach a huge pyramid, but beware of the large scorpion and desert bug that lurk here. Take them out with extreme prejudice.
❑ Turn east and get ready to navigate another chasm. Face south and do a running jump, grabbing onto the far platform. When Lara pulls herself up, immediately hit the jump button again. Now it's just a quick hop to the east and you're back on solid ground.
❑ Equip your Revolver. Open the door ahead and take aim at the giant scorpion. If you kill it before it does in the guard it's attacking, you'll receive a nice surprise from him. Either way, pick up the Guard Keys left on the floor after the whole ordeal. Search the whole room for supplies, then head back outside.
❑ Go west, jump, and grab a platform jutting out on the right. Now shimmy to the left until Lara can go no further. Drop down and you'll be right beside the pyramid.
❑ Lara needs to climb up the side of the structure. Head northwest and hold the walk button until she can go no further. Climb up the block to the north and then do a standing jump to the northwest.
❑ Go west again until Lara can go no further. Step back, then hop back, then make a running jump. Even though you'll slide here, you're still on the right track. Go west once more as far as possible, then turn north and climb as high as you can.
❑ At one point you can turn east and then go north a couple more blocks. Finally, make a running jump to the right and Lara will be at the final exit to the level. Use the Guard Keys to unlock the door to the pyramid.

Level Thirty Eight: Inside Menkaure's Pyramid

❑ Run past the two swinging blades and go into the stairway room. Execute a roll and use your Revolver to shoot out the Star Emblem above the stairwell. At the bottom of the stairs, jump into the left side of the big container. In there you'll find a hole; drop through it.
❑ Use the rope to swing over the large pit that faces Lara. Take the right path in the road and get ready to swing across another spike pit. There's a switch here; throw it and head back to the fork in the road. Now take the other path.
❑ Yet another spike pit to swing over. Afterward, Lara will come to the trap door that opened just moments ago. There's a magical Egyptian enemy up above. Equip a powerful weapon and take him out. Get the large Star on the wall before leaving this room.
❑ Go all the way back to the beginning of the level. Up there you'll find a new passage; slide down it.
❑ Stay alert for the sound of a blade trap. The second you hear it, duck. Once the blades are avoided, Lara can proceed and open the trap door at the end of the hallway.
❑ Now you're back in the cold night air. Take out the giant scorpions headed Lara's way. On a path to the left you'll find a button that will collapse the top of one pyramid.
❑ Go back to the chasm and start climbing the pyramid that just opened. Jump southeast when you can walk no further, then just jump back and forth, slowly working your way to the top. Once there, be sure to lower Lara into the hole. Simply dropping in will kill her.
❑ Inside, the first chasm requires a running jump; the second one requires Lara to monkey-swing across it.
❑ The next few pits have swinging blades in each of them. Standing jumps will do, so just time them to coincide with the pendulum's "away" swings. Ignore the path to the left and follow your current road to its end. There's a rope at the end that will open the exit when pulled.
❑ Go back to that path you ignored and swing across it. When you reach the slope, jump hard to the right and let Lara slide down. When the spike pit opens below her, fret not, for she'll land safely and find a weapon to boot.
❑ Now slide down the remaining slope and hold the action button. Let her drop after she grabs the edge and continue.

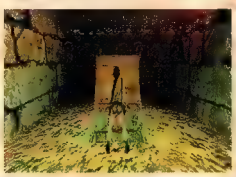


Level Thirty Nine: The Mastabas





❑ While in the Sphinx Complex, head right and and start across the chasm like you did the last time. Halfway across you should jump to the other side and double back to the set of doors at the south end. Use the Guard Keys to enter the Mastabas.
❑ Go left until you reach the truck. Find the Jerrycan and pick it up. Now head back the way you came, but take the first left; make another quick left into the doorway. Inside, open the trap door and drop down.
❑ When you reach the first intersection down here, take a left. See those lions' heads on the wall? Use your Laser-Sight-equipped Revolver to shoot the gems in their mouths. Enter the door this opens and grab the Empty Waterskin. Now leave the room and turn left at the first intersection. Hoist yourself up when you reach the end.
❑ Exit the room and jump across the gap. Shoot out the boards in front of the next door you see and enter, pulling up the trap door inside.
❑ You'll want to take a right at the first intersection while you're in these corridors. You'll be in another lions' head area. Repeat what you did the last time and get a Bag of Sand. Now go back into the hallways and hang a right at the first intersection. Keep going straight at the second one. Hoist Lara up at the end of the corridor.



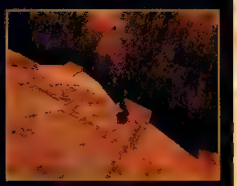
❑ Once again, shoot the barrier and jump the ravine. Ultimately, you'll get to the doorway in the northwest area.
❑ Open the next trap door and turn right at the first intersection. You'll find a Torch at the end of this corridor. Pick it up and go back to the intersection. Keep straight. You'll see more lions' heads, and, once again, you need to shoot out the gems in their mouths.



❑ The next room has some scales in it. Fill your Waterskin in the pool behind them, then use it on the left hand bowl. Use the Bag of Sand on the right hand bowl and the Jerrycan on the middle bowl. Now go light your Torch and touch it to the fuel in the middle bowl.
❑ A room opens to the west. Go in, get the northern shaft key from the wall, and shoot out the lions' head gems again. Go back to the scale room and you'll see a new door to the east—there are more lions' heads in there. Shoot the gems, then continue on. Go straight through the next intersection and hoist Lara up when you reach the dead end. Once outside, head left again and navigate the ravine. You eventually want to go south and find a doorway to your right. Inside is another trap door. Follow the corridor below and ignore the intersection. Pull Lara out at the dead end.
❑ Once you're outside, go straight to the next building and another trap door.
❑ Make a left at the first intersection and shoot out some more lions' head gems. Now you can go through into the next room where you'll see three monkey statues.
❑ Throw the switch in front of the far right statue and a monkey will assist Lara in her quest.
❑ The room that opens has a Southern Shaft Key and more lions' heads to deal with. Do what you need to, then head back to the monkey room.
❑ Head west and shoot out a few more gems in some lions' heads. Continue west and you'll reach the exit.

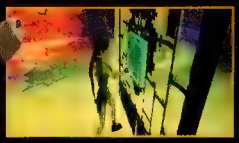
Level Forty: The Great Pyramid

❑ Get outside and cross the ravine. Head through a few rooms and ignore the trap door you see first. Keep going until you're back outside.
❑ It's pyramid climbin' time! Jump across the ravine and let Lara slide down the left slope to a lower ledge. Make a running jump to the platform on the left and start working your way north and east as far as you can go.
❑ When you can go no further, go east as far as possible and hop back. Now do a running jump to the east. Step back as soon as you land to avoid a falling rock.
❑ Make two more standing jumps to the east, and beware of another boulder after landing the second jump.
❑ Climb one block north and make two more standing jumps east. Make a final standing jump east and Lara will slide to the bottom of the pyramid. Stand still and let another falling rock pass.
❑ Drop to the block below and jump across the ravine. Face east and make another jump; then turn north for a final jump across the huge gap. Finally, make a jump to the platform with the Medipack on it.
❑ Jump northwest and immediately jump back again to avoid a block. Jump to the northwest again when it's passed. Make another northwestern jump after that one.
❑ Now do a standing jump straight west—you'll have to be careful of another falling rock. Now climb north as far as you can.
❑ Turn east and do two more standing jumps to safe blocks—but backflip immediately after the second jump to avoid a boulder. Jump east again to get back where you were. Climb north as far as you can again.
❑ Now turn west and do a running jump as far as possible. Don't worry, Lara's supposed to slide down here. Execute yet another running jump to the west when she finally comes to a stop.
❑ Do a standing jump west, then southwest, northwest, southwest, northwest, and northwest.
❑ Finally, do one last running jump to the west and Lara will slide to the exit of this level.





Level Forty One: Khufu's Queens Pyramids



❑ When you enter this level, just shoot everything that moves. Look for the two rooms to the south for some extra supplies (you need the Keys that grateful guard gave you for one of these rooms).

❑ Go north until you reach a chasm and work your way to the path between two pyramids. Once there, find the odd-shaped rock jutting out and push it to the end of the path. This opens a door to the left.

❑ Open the trap door and climb down into the pyramid. Ignore all the holes in the walls in this labyrinth and take a right turn at every intersection.

❑ When you meet an Egyptian guard, take him out and get the Shaft Key.

❑ Now run back into the labyrinth. At each intersection go straight, right, left, left, and right. You've made it to the exit—climb out.

❑ Do a running jump across the chasm here, then turn left and jump to the next two platforms. Now you need to start pyramid climbing again. Turn east and we'll begin.

❑ Go southeast as far as possible. Now make two standing jumps to the northeast. After the second jump, stand still to avoid multiple falling rocks. Finally, do one more standing jump to the northeast and enter the door to the pyramid.

Level Forty Two: Inside the Great Pyramid



❑ To cross the first gap here, drop down to the platform below and do a standing jump. There are henchmen everywhere, so be ready to fight. Take the first right and continue down through the gate.

❑ As you walk down the next corridor, two sliding pillars will appear. Hug one side of the wall and time Lara's jumps to miss the pillars and move forward. Enter the huge container in the following room and pick up the Torch. Light every torch on the wall to continue.

❑ Go through the left wall entrance and pull the switch. Now head back the way you came and up either ramp to the place where the wall collapsed.

❑ This blue room requires you to place those Star Keys you've been carrying. When all four are placed, a hole will blow out of the floor. Pull the switch on the north wall once this is done.

❑ Go back to the lower room and go into the chamber in the east wall. Pull the switch and go all the way back to the main hall.

❑ Make a standing jump at the first gap, a running jump at the second, and a standing jump at the third. Finally, make one more running jump and lower Lara down into the pillar of light. Climb down until you see a chamber to the right.

Level Forty Three: Temple of Horus

❑ In the first room you need to put two liters of water on the scale. Find the Large Waterskin and go to a pool. Remember *Die Hard 3*? OK...fill the Large Waterskin. Combine the Large and Small Waterskins; now use the Large Waterskin on the scale to continue. Drop down to the pole room and slide to the next level, being careful of the spikes extending in the floor.

❑ Now we need four liters. Empty both Waterskins. Next, fill the Large Waterskin and combine it with the Small. Empty the Small Waterskin and combine the two again. Fill the Large Waterskin again and, once more, combine the two. Now use the Large Waterskin on the scale and repeat the process to reach the next room.

❑ Final time! Empty both Waterskins. Fill the Small Waterskin and combine it with the Large one. Fill the Small one again and combine them once more. Now use the Small Waterskin on the scale. Climb down the shaft of light, past the grating, until you reach a platform to the right. Shimmy over and drop to the platform.

❑ Turn right and make a running jump into the lake. Find a platform to get onto the island in the center and place a Holy Scripture on each of the four pedestals. Once that's done, enter the blue light and enjoy the cinema.

❑ Alright, dive into the water as fast as possible. Find the Amulet of Horus that fell into the lake during the cinema. Find the ledge in the southwest corner of the room and run up the ramp into the room at the top. Pull the switch in here.

❑ Now run out of the room and dash across to the ramp on the other side. Repeat the process of going up and pulling the switch.

❑ OK, it's back to the original ramp, but this time Lara needs to do a running jump off the east end of it.

❑ Run to the northeast of the new platform and face north. Another running jump and grab will get Lara on the next ledge. Run and jump to the next platform ahead and vault up one level. Keep climbing up as high as you can go, then go south to the edge.

❑ Yep, another running jump/grab to the next platform. Go south again until Lara hits the edge.

❑ This is a tricky part. Hop back from the edge once, then hold the walk key and take one step back. Now make a running jump; hold the grab button to land on the platform below without bouncing off the overhanging rocks. Take this new ledge until you see a crawlspace ahead. Climb into it.

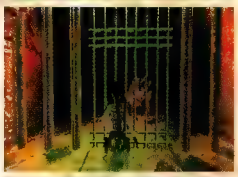
❑ You can't be hurt in here, so move forward without any fear until you reach the opposite edge.

❑ Drop down and do another running jump to reach the final platform.

❑ See that ladder on the other side of this ledge? Jump to it and shimmy into the blue pillar of light.

❑ Lara is impervious to Horus' attacks while she's in this light. Climb straight up until you set off a cinema scene.









Level Forty Four: Escape the Temple of Horus

❑ Complete this section and you've finished Tomb Raider: TLR. Upon exiting this room you will have to deal with three more of those sliding pillars we all love so much.

❑ Once you're past those, make sure Lara keeps moving. This place is buckling fast, so there are rocks falling all over the place. Hugging the left wall is the safest route, but it's still not 100% clear.

❑ If you don't make a running jump across the first pit you come to and start running immediately after Lara hoists herself up, she'll be crushed.

❑ Use another running jump for the second pit and shimmy across to the middle ledge. Now run to the right as you approach the final pit.

❑ Do a running jump, grab the ledge, and shimmy to the dark block in the center. Hoist Lara out of the hole and use the dash button to run like mad for the exit. There you have it! Enjoy the ending to Tomb Raider: The Last Revelation.





Endless Exploration

by Andy Baran
andy_baran@zd.com

It may seem like a simple dungeon crawl, but Chocobo's Dungeon 2 has several little bits of gameplay that Final Fantasy fans should enjoy.

Aside from the familiar cast of critters and the classic FF music, CD2 has some addictive features backing it up. Every time you enter a dungeon, for example, it will be different. Also, any item you may find can change. Despite all the randomness, however, Chocobo still has a storyline.

The gameplay is turn-based, so when you take a step, so do all of the enemies in the dungeon. By planning your movements carefully, you can take on enemies on your own terms.

Despite its cutesy look, this game has more than enough depth to appeal to hardcore gamers (just try to obtain all of the Feathers!), and the two-player mode only serves to add to that depth.







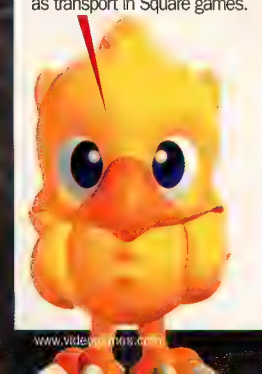
Basic Tips

Every dungeon is random: It's no use memorizing what item is where. The layout of each dungeon and its items changes every time. The only thing that remains constant is what enemies you fight on each floor. Another noteworthy point is that the special cinemas and boss fights take place on floors that are a multiple of five.

Getting out alive: When you are about to enter a dungeon, make sure to stock up on potions. They're cheap and they can really mean the difference between success and failure. A Teleport Tag is also useful for getting out of a dungeon when you don't want to lose any of your equipment.

Talk to Mog: If you die, talk with your Moogle friend, as he often sets you up with some equipment. Don't worry too much about dying, though. You can croak as many times as you want. Keep in mind, though, that dying forces you to lose all your items and you'll have to start the dungeon over from scratch. Fortunately, any experience that you've gained will remain. This means if you can keep hacking at a dungeon, you'll eventually make it through.

Cho-co-bo (chō´- kō-bō) *n.* Annoyingly cute bird oft used as transport in Square games.



Casting Spells

The more you use it, the better: The spells you cast in this game require the use of the Books found in most of the dungeons. Each spell you cast will get more and more powerful as you build up your level of ability. Look for the exact number of castings needed to raise a spell's experience in the "Spell Level" subscreen. Since experience is permanent, do not hesitate to cast spells like crazy if you're close to dying. Any extra experience you can gain is invaluable.

Bigger and better: When a spell gets to the 10th level, the effect of the spell will increase greatly. It will look nastier on-screen, too. To get even more out of your spells, collect the Feathers. These will give you area effect damage!



Fighting Bosses

Fight for your life: As you'd expect, there is a boss to fight at the end of every dungeon. The following basic strategies work for pretty much all of them.

1. Keep away: The boss has more hit points and is stronger than you. If you get in close, chances are that you'll fall before he does. Instead, hang back and lob spell after spell at the boss. Make sure you are fully stocked with spells. Drain works well, as it weakens the boss and gives you added life.

2. Use your companion: Make sure to position your companion between you and the boss. He'll soak up the damage, buying you time to beat the boss.

Town Tips

A little role-playing: The town is much more than it seems at first. Almost everyone in town can help you out in your quest, but it comes down to what they really want.

1. Ben the sculptor: Once in awhile Ben will ask you what you think of his statue. Tell him it needs an "earthy smell." When he asks what earth smells like, give him a Quake Book. This will earn you Titan!

2. Drunken Malboro: In the restaurant, zap the drunk monster with four Lightning Books and he will reveal his real form. This will earn you Ramuh.

3. Tidy up: A chest washes ashore every morning that you visit the beach. Not only does this give you a free item, it eventually nets you Sylph.

4. Ben again: Give him a Crash Stone when he wants to clean up his house. This will bring his wife back to him, and it also gets him working on his statue again.

5. Chubby Chocobo's shortcut: In the upper right corner of the Chocobo Shop there is a shortcut that will take you roughly a quarter of the way through the dungeon you are working on.

6. Chipmunk in trouble: If you give Chip the Chipmunk a Teleport, the guy in the Storage building will give you more space. You will find Chip down the secret shortcut in the Chocobo Shop.

7. Gobly's romance: There will be an arguing couple in the Tonberry Restaurant. Gobly, the young male, will want to give his girlfriend an item. Give him the Sylph Stone, and he'll try to appease her with that. How do you get these lovers together? You'll need to find an ingredient for the chef.

database

time to complete	50 hours
challenge	Hard
best item	X Potion
best companion	Cid
best advice	Learn to attack diagonally
also try	Evolution (DC)
system	PlayStation
publisher	Square EA
developer	Square

EVERYONE E CONTENT RATED BY ESRB

www.squaresoft.com

Item Conversion Tables

Want to know what turns into what? Due to space limitations, we were unable to show what items turn into which Feathers. If you e-mail Andy at andy_baran@zd.com, however, he'll send you the list.

Obtaining Magical Feathers

Magical powers: You will gain magical abilities by collecting the Feathers. Many of these abilities will increase the power of the spells you cast through the use of the Books. There are three ways you can earn Feathers.

1. Black Mages: The Black Mages in town will want your help for some experiments. If you agree, they will give you a few Feathers. Keep on coming back to them and they will help build up your collection.

2. Broken equipment: When Saddle or Claw breaks, a Feather will be left behind. The level that the broken Saddle or Claw was at, as well as its type, will determine what Feather you get. Each Saddle or Claw can be powered-up to level 10.

3. Story elements: Complete various story elements and you will earn more Feathers. Summoned Monster Feathers are gained almost exclusively in this manner (see Town Tips)



You'll want to collect Feathers to enhance your spells.

Help From Others

One-Player help: When you are low on health, walk a step behind your computer ally, and he/she will take the brunt of the punishment. If your friend is next to a monster and you are not, attack anyway. This will make turns pass—turns that will have your ally attacking the monster. Always keep the field clear, and stay away from tight corridors where your partner won't be able to help you out.

Two-Player tips: The hardest part of playing with another human is the fact that you can hit each other. The best way to deal with this is to move slowly and methodically, and to try not to stay too close to each other. While this isn't too exciting, it's sure better than having your Chocobo clubbed to death by a friend. With a little practice, you can find ways to become almost unbeatable by playing co-op.



Position your friend between you and the monsters. He's tougher.

Traps

Watch where you step: A good rule of thumb is to keep moving. If you stand still on a floor section with a trap, you will get hit. If you move quickly off of a trap space, there is a good chance that it will not go off on you.

Revealing traps: Unless you have a special item or have hit a switch that reveals them, the only way to find traps is the painful way. Not all traps are bad—just most of them.

Types of Traps

1. Sleep: Knocks you out for three to four turns.

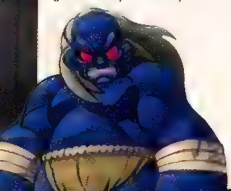
2. Nitro: Causes massive explosive damage.

3. Poison: Poisons your character.

4. Pit Trap: Gets you stuck. Run out of it.

5. Bounce Trap: Bounces you around.

6. Level Up/Down: Either really good or really bad to step on.



Second Quest?

For hard core players only: Don't walk away after the credits scroll. There is a special second quest that is quite difficult to complete.

Hidden character: Cuz, the little guy that causes most of the trouble in the game, becomes a usable partner. He's a tough fighter.

Second ending: Complete the second quest and you'll receive another (cooler) ending to the game.

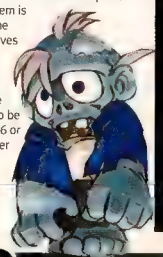
Rebuilt Dungeons: Each of the old dungeons will regenerate, so you'll have to complete them all over again. What makes things so tough is that you cannot bring any items inside. Chocobo's level and the Feathers will remain the same, though.

Secret Dungeon: In order to enter the Rebuilt Dungeons, you will have to complete the Secret Dungeon first—the toughest dungeon so far. The entrance is in the Chocobo Shop shortcut. Although the enemies in this dungeon are the toughest ones yet, you'll be aided by the fact that you're able to to bring items inside.

Summoned Monsters

Powerful friends: If you are fortunate enough to find a Summoned Monster, try to save it until you are fighting a boss. Use it after your computer ally has died—this way you can continue the battle a bit longer before charging in. Summoned Monsters can be powerful, albiet tough-to-control allies. They simply do what they want. And like any other character, if they take enough damage, they will die. When this happens, expect it to perform a grandiose final attack. Summoned Monsters will not return to you if they die in combat, so make sure that you are using them for a boss, or in case of a dire emergency.

How to acquire them: The easiest way to get Summond Monsters is to collect them around the town. Quite a few of them can be nabbed this way (See Town Tips for how to get Sylph, Titan, and Ramuh). Otherwise, you will have to spend time piecing items together in the Stoves. When a powerful enough item is destroyed, the Feather it leaves may be a Summoned Monster. In this case, the items need to be around level 6 or higher in order to get a creature.



Complete Item List

Knowledge is key: Learning what every item does will ensure that you make it to the end of every dungeon. Making identification difficult is the fact that you often won't know what an item does until you try it out. This can lead to trouble when you are in need of a particular item. For example, Let's say you need a potion. Drinking a Nitro by accident would be disastrous.

Preparation prevents trouble: Always keep your equipment in top shape, and stock up on healing supplies before delving into any dungeon. These are the bare essentials you'll need. Recognize how much damage the enemies are capable of inflicting, and heal as soon as your HP gets close to that number.

Tonics and Potions

Potion	Restores some HP
Hi-Potion	Restores lots of HP
Elixir	Restores all HP, Energy
Antidote	Removes poison
Remedy	Cures all physical ills
Nitro	Causes explosive damage
Invis Tonic	Causes invisibility
Damage Tonic	Reduces HP by half
Poison	Poisons target
Slow Tonic	Slows down target
Haste Tonic	Speeds up target
Silence Tonic	Can't use magic
Eye-Drops	Traps become visible
Dispel Tonic	Removes curses
Spell Tonic	Equipment becomes cursed
Amnesia Tonic	Forget all item names
Blind Tonic	Can't see all around you
X-Potion	Restores all HP
Morph Tonic	Turns you into a monster

Claws

Weak Claws	As HP are lost, ATK raises
Wood Claws	Made of wood
Iron Claws	Made of iron
Mythril Claws	Made of mythril
Titan Claws	Made of titanium
Lite Claws	Lightweight, easy to use
Flame Claws	Contains fire power
Frozen Claws	Contains ice power
Blitz Claws	Contains lightning power
Hurricane Claws	Contains wind power
Holy Claws	Contains holy power
Crystal Claws	Made of crystal
Digging Claws	Can dig through walls
Frog Claws	Contains frog magic
Poison Claws	Contains poison magic
Sleep Claws	Contains sleep magic
Chaos Claws	Contains confusion magic
Silent Claws	Cancels spell casting
Dwarf Claws	Contains shrink magic
Slowpoke Claws	Contains slow magic
Critical Claws	Easier to get a critical
Vibro Claws	Strong, but misses a lot
Order Claws	Attacks forward and back
Arc Claws	Does a forward sweep
Cross Claws	Does a cross-shaped attack
Multi Claws	Does a five-way attack
Spin-Kick Claws	Attack in all directions
King's Claws	High MAX level
Gil Claws	Get more Gil
Absolute Claws	Strong, but no level up
Genji's Claws	Pretty good claws
Healing Claws	Attack enemy and heal HP
Kiai Claws	Gets you tired fast
Vampire Claws	Sucks out essence
Grudge Claws	Cursed powerful item
Brandname Claws	Strong with Brandname set
Gambling Claws	See what happens

Cards

Identify Card	Identifies one item
Verify Card	Identifies all items
Confusion Card	Causes confusion
Sleep Card	Puts target to sleep
Frog Card	Turns target into a frog
Mini Card	Shrinks target
Doom Card	Calls Doom
Geyser Card	Refills springs
Map Card	Displays level map
Warp Card	Warps target somewhere
Lost Child Card	Makes you forget map
Divide Card	Causes one item to divide
Polish Card	Improves equipment
Dull Card	Degrades equipment
Repair Card	Raises DUR
Rust Card	Lowers DUR
Reflect Card	Adds Reflect ability
Morph Card	Causes one item to change

Seeds and Nuts

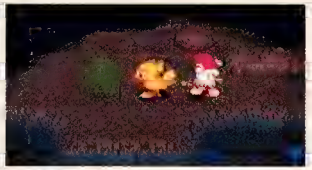
Peanuts	Restores some Energy
Lasan Nut	Restores lots of Energy
Tired Nut	Reduces Energy
Energy Nut	Raises MAX Energy
Lethargy Nut	Reduces MAX Energy
Tasty Nut	Restores some HP, Energy
Feast Nut	Restores lots of HP, Energy
Rotten Nut	Reduces some HP
Life Nut	Raises MAX HP
LevelUp Nut	Raises level by one
LevelDown Nut	Reduces level by one
Wisdom Nut	Raises magic level by 1
Speed Nut	Speeds up target
Slowpoke Nut	Slows down target
Fire Seed	Adds fire power
Ice Seed	Adds ice power
Wind Seed	Adds wind power
Lightning Seed	Adds lightning power
Holy Seed	Adds holy power
Earth Seed	Adds earth power
Merge Seed	Can merge elements
Remove Seed	Removes special effects
Fusion Seed	Fuses two special effects
Level Seed	Useful for combining
Superior Seed	Useful for combining
Set Seed	Useful for combining

Saddles

Weak Saddle	As HP are lost, DEF raises
Wood Saddle	Made of wood
Iron Saddle	Made of iron
Flame Saddle	Strong against fire
Ice Saddle	Strong against ice
Lightning Saddle	Strong against lightning
Wind Saddle	Strong against wind
Holy Saddle	Strong against holy
Earth Saddle	Strong against earth
No-Slow Saddle	Hard to be slowed
No-Poison Saddle	Hard to be poisoned
No-Sleep Saddle	Hard to be put to sleep
No-Dwarf Saddle	Hard to be shrunk
No-Frog Saddle	Hard to be turned into frog
Calm Saddle	Hard to be confused
No-Silence Saddle	Hard to be silenced
Mirage Saddle	Causes enemy to miss
Counter Saddle	Returns 1/4 damage
Mythril Saddle	Made of mythril
Lite Saddle	Lightweight and easy to use
King's Saddle	High MAX level
Crystal Saddle	Made of crystal
Reflect Saddle	Reflects 1/4 magic
Titan Saddle	Made of titanium
Absolute Saddle	Strong, but no level up
Genji's Saddle	Pretty good saddle
Ribbon Saddle	Helps avoid bad effects
Grudge Saddle	Cursed but strong item
Brandname Saddle	One of the Brandname set

Creating New Items

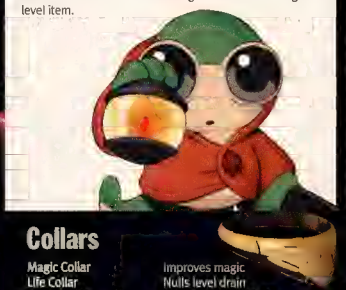
There are certain tools that you will find in the dungeons that will allow you to create strange and unique items. Take advantage of these tools and make items that you would rarely ever find without them. You don't have to collect every item in the game, of course, but if we know our readers, you'll do it anyway...



Recycle Box: The Recycle Boxes are the most common tools in the dungeons. Using one is easy: Place two objects into the box, and out comes a new item. The results are completely random, so even if you put identical sets in, you will get a different item each time. This is a good spot for you to get rid of useless items. You never know what you'll get in return.



Stove: A little more confusing than the Recycle Box, the Stove requires you to have either a Fire or a Lightning Book and a set of either Claws or Saddles. Before you combine the two, however, consider what the final piece of equipment will be. Remember that the numbers at the end of the item name will add together to create a higher-level item.



Collars

Magic Collar	Improves magic
Life Collar	Nulls level drain
Guard Collar	Protects against theft
Stamina Collar	Hard to get tired
Burden Collar	Easy to get tired
Energy Collar	Tire slowly, heal quickly
Recover Collar	Easy to recover HP
Unlucky Collar	Hard to recover HP
Endure Collar	Freezes HP and Energy
Strikeout Collar	Miss more often
Memory Collar	Won't forget the map
No-Magic Collar	Strong against magic
Cursed Collar	Curses all equipment
No-Traps Collar	Never get caught in traps
Penalty Collar	Always caught in traps
Bargain Collar	Buy items cheaper
CrazyClaw Collar	Freezes DUR
CrazySaddle Collar	Freezes DUR
Waterwalk Collar	Can walk on water
Demon Collar	Know monsters' locations
Brandname Collar	One of the Brandname set

Books of Magic

Fire Book	Book of fire magic
Blizzard Book	Book of ice magic
Aero Book	Book of wind magic
Thunder Book	Book of lightning magic
Quake Book	Book of earth magic
Drain Book	Book of life magic
Cantrip Book	Book of tricks
Spell Book	Book of spells
MegaSpell Book	Book of hard spells

Stones

Ramuh Stone	Lightning summon magic
Shiva Stone	Ice summon magic
Ifrit Stone	Fire summon magic
Titan Stone	Earth summon magic
Sylph Stone	Wind summon magic
Carbuncle	Invincible summon magic
Unicorn Stone	Restore all summon magic
Odin Stone	Powerful ally summon
Bahamut Stone	Breath attack summon
Asura Stone	Elemental/heal summon

Monster Essences

Goblin Essence	Restores lots of Energy
Bomb Essence	Causes explosive damage
Mudman Essence	Slows down target
Magman Essence	Adds fire element
Iceman Essence	Adds ice element
Creature Essence	Increase MAX HP
Lamia Essence	Causes confusion
Merman Essence	Adds ice element
Tonberry Essence	Restores lots of Energy
MiniMage Essence	Shrinks target
Giant Essence	Restores lots of HP
Undead Essence	Causes confusion
Critter Essence	Restores some Energy
Turtle Essence	Slows down target
Vampire Essence	Restores all HP, Energy
Slug Essence	Slows down target
Thief Essence	Speed up target
Imp Essence	Restores lots of Energy
Mole Essence	Can't see around you
Wing Essence	Adds wind element
Mousse Essence	Adds ice element
Pudding Essence	Adds fire element
Jelly Essence	Adds wind element
Toad Essence	Turns target into a frog
FloatEye Essence	Puts target to sleep
Demon Essence	Raises one magic level
Dragon Essence	Useful for combining
Octopus Essence	Restores some HP, Energy
Plant Essence	Restores lots of HP, Energy
Worm Essence	Restores some HP, Energy
Mask Essence	Adds Reflect ability
Mage Essence	Can't use any magic
Omega Essence	Restores all HP, Energy

Miscellaneous

Stone	Kick at monsters
Power Stone	Hurts when it hits
Crash Stone	Kick to break walls
Empty Bottle	For water and essence
Gil	Money
Whistle	Get item from storage
Teleport Box	Send item to storage
Thief Key	Opens Thief Chest
Mystery Feather	Raises magic levels
Teleport Tag	Exit the dungeon
Carry Tag	Increases inventory
Memory Tag	Save at stairs

Pokémon GOLD & SILVER

ポケットモンスター金 ポケットモンスター銀

Time to Catch Some More!

by Peter Bartholow
XG's Resident Pokéfreak

After nearly two years of delays, Pokémon Gold and Silver have finally arrived in Japan. They released on November 21 and sold out nationwide within hours. As of this writing, the combined sales of the two games have already topped three million copies—and they've only been available for three weeks! Needless to say, we were right there in Tokyo, waiting in line to get our grubby hands on a copy of each...

Unlike Pokémon Yellow, which was basically a slightly-enhanced "upgrade" of Red and Blue, Gold and Silver are the true sequels everyone's been waiting for.

With more than 100 new Pokémon (251 in all!), a ton of cool new features, and a game world twice the size of the original, these games will surely rekindle the Pokémon craze all over again when they arrive in the U.S. this fall.

database

time to complete: 40-60 hours
challenge: Easy
best feature: Real-time clock!
cutest Pokémon: #172 Pichu
the next Mew: #251 Serebi
U.S. Release?: Fall 2000
also try: Pokémon R/B/Y
system: Game Boy Color
publisher: Nintendo
developer: Game Freak

www.pokemon.com

The World of Pokémon Gold and Silver

Don't get excited, it's Pokémon? If you thought you had your hands full with the Red, Blue, and Yellow versions of new, you ain't seen nuthin' yet! The true sequels—Pokémon Gold and Silver—have just been released in Japan, and they'll be headed this way before you know it.

Rather than wait nine months to give you the scoop (they're expected to ship this fall in the U.S.), we thought we'd take you through some of the game's cool new features, while providing you with a quick glance at the first couple of areas. Don't worry about spoilers—what we're about to show you is nothing compared to what's in store. And we'll continue to update our Gold and Silver coverage every month from now until the game's release—which means there'll be plenty of hot new Pokémon info on these very pages with each new issue of XG. If you're a Pokémon fan and really, who isn't?), you won't want to miss it.

Some basics before we begin: The world of Gold and Silver is actually the same "world" from the previous games—just a different location. This means you'll get to fill the shoes of a new Hero, you'll have a new Rival to contend with, and you'll be visiting all new towns and locations (the new map goes all the way up to Route 46). You'll also have more than 100 new Pokémon to catch in addition to the original 151. Heck, so you'd better plan ahead and set aside some free time.



The Hero

What? No Ash? That's right—Gold and Silver feature an all-new trainer who you name at the start. While similar to Ash in many ways, this kid's got it much easier—his Pokégear rules, and his Backpack is super convenient!

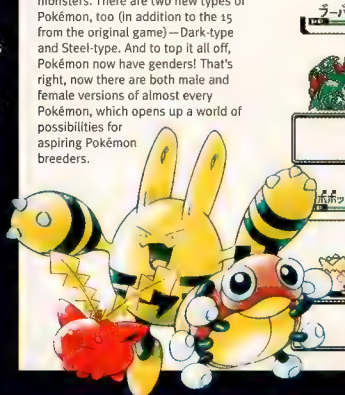
The Rival

While Gary was just a snot-nosed little brat, this new Rival is downright evil. He starts off by stealing one of Professor Utsugi's Pokémon early on in the game. As the game progresses, you'll come to learn where his allegiances lie...

So What's New?

Pokémon Gold and Silver offer a ton of new gameplay features that are sure to delight Pokéfans of all ages. But the most obvious improvement over the original game lies simply in the number of Pokémon there are for you to find and collect: 251. Yep, you read it right—there are *251* Pokémon now, 100 of which are new and exclusive to Gold and Silver. Some of these new ones are pre-evolved forms of current Pokémon, while others are just all-around new monsters. There are two new types of Pokémon, too (in addition to the 15 from the original game)—Dark-type and Steel-type. And to top it all off, Pokémon now have genders! That's right, now there are both male and female versions of almost every Pokémon, which opens up a world of possibilities for aspiring Pokémon breeders.

With these 100 new Pokémon, nearly 200 new attacks have been introduced. In addition to the Hidden Machines (of which there are seven now), some of the Technical Machines can actually be used while walking around. For example, Oddish's Sweet Smell will make Pokémon attack whenever you want—even if you're standing in tall grass or dungeons. Rock Breaker will shatter cracked rocks that stand in your way.



Real-Time System

Perhaps the coolest new feature in Pokémon Gold and Silver is the real-time factor—time plays out exactly as it does in the real world. When you begin the game, it will ask you to enter the time; when you go to leave the house, your mom will ask you what day it is. From that point, if you play the game at night, it will be nighttime in the game. Play at 6:00 a.m., and it'll be early morning. Days are divided into three parts for ease of use: morning (4 a.m. to 10 a.m.), midday (10 a.m. to 6 p.m.), and evening (6 p.m. to 4 a.m.). Different Pokémon roam at different times of day, ultimately meaning that no two games will be alike.



All of these names (items, monsters, etc.) are from the Japanese versions of the games and will most likely change for the U.S. release

New? (continued)



And of course, some of the old moves have been tweaked. For example, the Roar attack now works in trainer battles, causing the current Pokémon to run away and be replaced by a random Pokémon from your party. As for the Hidden Machines, using them is much easier now. So long as an HM has been equipped to one of your current Pokémon, you can use it by merely tapping "A" at the right spot (like in front of a tree with Cut, for example).

Item management has been given an overhaul in Gold and Silver as well. Now, you store all your equipment in a nifty Backpack, which has several pockets for different kinds of tools: side pockets for Items and Techniques (TMs and HMs), a back pocket for Monster Balls (Poké Balls, Ultra Balls, etc.), and a main pocket for holding "important stuff" (Fishing Rods, your Bicycle, etc.). Best of all, you can set up the SELECT button as a hot key for any important items you choose, which makes getting on and off that bike SO much easier. As you can see, item management in general is way improved in Gold and Silver.

And speaking of items, one last cool bit of info for you before we head into the main bits: Pokémon can now equip and use items. That's right—if you like, you can give a Pokémon an item to hold during the game. If you give your Pokémon a Potion, for example, he'll automatically use it to revitalize himself when his HP gets low. Give your Fire-type Pokémon a Burnt Stick, and its fire attacks will be stronger as long as the item is equipped. There are dozens of items you can equip, leaving plenty of room for experimentation. It's rumored you can even evolve into new forms if equipped with certain special items when evolving! It's all so exciting...

Pokégear: The Watch of the Future

At the start of the game you'll be given the Pokégear, a high-tech computer wristwatch straight out of the *Jetsons*. Not only does this baby tell time, it can also be used to view the map, talk on the phone, and even listen to the radio! While it starts out with only Clock and Phone features, you can add a Town Map and a Radio by seeking out special Expansion Cards.

The Telephone feature lets you communicate with various people, including your mother, the various professors, and certain Pokémon Trainers who you've managed to defeat. After you exchange numbers with a Trainer, he or she will periodically call you to offer a rematch. Is this cool or what?



Equally cool is the Radio. Not only does it let you listen to an assortment of rockin' tunes whenever you want, it also provides you with a variety of useful information. The Pokémon Channel, hosted by Professor Oak and his sidekick, Kurumi, broadcasts informational seminars on where to find different Pokémon with which to fill your Pokédex. The Lucky Channel has a contest which randomly draws a Trainer ID—whoever's ID gets called wins an awesome prize from Kogane City's Radio Tower! There are other stations available as well.

Of course, there are other uses for these gadgets, but figuring them out is half the fun, so we'll refrain from spoiling anything for now...



The new Pokégear has lots of innovative (and cool) features.

Pocket Pikachu Color

Like the Red and Blue versions, you can link your Pokémon cart to a friend's cart for trading and/or two-player battles. And like the Yellow version, you can link to a Game Boy Printer to print out pictures from your Pokédex. However, with Pokémon Gold and Silver you can also link up to an entirely different piece of equipment via the Game Boy Color's infrared port—the new Pocket Pikachu Color.

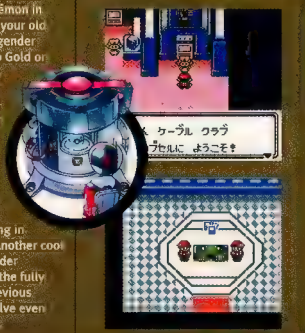
Pocket Pikachu Color is basically a color version of last year's Pokémon Pikachu, a step-counting Tamagotchi-like gadget that Nintendo released. As you take steps with your Pocket Pikachu, you earn Watts, which can be offered to Pikachu in exchange for its affection. But that's not all. After advancing a bit in Gold and Silver, a new option will appear on the starting menu, called "Mysterious Present." At this point, by synchronizing your Game Boy Color and Pokémon Pikachu Color, you can trade those Watts in for items in Gold and Silver. This feature is as good a reason as any to make you clip the Pikachu Color to your belt every morning!



Watts earned from walking around with Pokémon Pikachu Color can be traded in for rare and useful items in Pokémon Gold and Silver.

The Time Capsule

About a quarter of the way through Gold and Silver you'll be able to make use of the Time Capsules (mysterious devices that will allow you to trade your Pokémon from Red, Blue and Yellow with those from Gold and Silver) located in every Pokémon Center. Of course, only older Pokémon can be traded with the Time Capsule (i.e. those lower than #151), as the whole point is basically to bring your older monsters into the new games. In order to use the Time Capsule, therefore, you'll have to enter it with only old Pokémon in your party. While most of your old monsters will be given a gender when they make it over to Gold or Silver, some (like the rare Mew or the mysterious Mewtwo) will remain genderless. Why does gender matter, you ask? Because if you want to get some of the rare new Pokémon (like Pikachu's unevolved form, Pichu), you'll have to breed. You can read all about breeding in the sidebar to the right. Another cool aspect of bringing over older Pokémon is that some of the fully evolved ones from the previous games will be able to evolve even further in Gold and Silver.



The Need to Breed

Just south of Kogane City is a picturesque ranch with a white picket fence. Inside lives an old couple who like to breed Pokémon. While you can leave any two Pokémon you want in their skillful care to gain experience (it's basically a Pokémon daycare center), the real advantage lies in the ability to create new Pokébabies. That's right, Pokémon can now breed.

If you leave a compatible male and female Pokémon under this aging couple's care and come back about a half-hour later, a shiny new Pokémon Egg will be waiting for you. Walking around with this egg in your inventory will eventually cause it to hatch into a new baby Pokémon. A few of the 100 new Pokémon in Gold and Silver can only be found by breeding Pokémon from the Red and Blue versions. Pikachu and Electabuzz are just two of the many Pokémon that have younger, unevolved forms to be discovered!



All of these names (items, monsters, etc.) are from the Japanese versions of the games and will most likely change for the U.S. release

Know Your Foes
The Gym Leaders

With all-new maps and towns, it comes as no surprise that Pokémon Gold and Silver feature eight new Gym Leaders to square off against. Below are introductions to the eight Gym Leaders that stand between you and the Pokémon Championship on Shirogane Mountain.



Name: Hayato
Home: Kikyou City
Badge: Wing
Pokémon: Flying

The first gym leader, Hayato, is relatively easy. Although his Flying Pokémon are of a pretty low-level, it's impossible for you to catch anything that's extremely useful against them in the wild. You'll stand a much better chance of winning if you trade an easy-to-find Bellsprout for an Onix elsewhere in Kikyou.



Name: Tsukushi
Home: Hiwada Town
Badge: Insect
Pokémon: Bug

In this greenhouse gym you're going to find a lot more than flowers. Unlike Misty, Tsukushi sees an odd beauty in insects. Her Bug Pokémon are tough, but if you chose Hinoarashi as your starting Pokémon, you'll be on easy street. If not, bring a Flying type along.



Name: Akane
Home: Kogane City
Badge: Regular
Pokémon: Normal

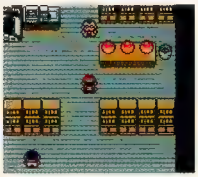
The Kogane Gym is filled with beautiful women in swimsuits and schoolgirl uniforms (Todd Zuniga's dream come true). While these women wield only the cutest Pokémon, don't let your guard down. Since it's unlikely you'll have Fighting Pokémon to bring, a Normal-resistant Rock Pokémon is the next best thing.



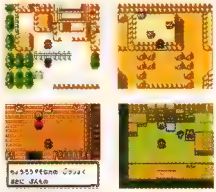
Name: Matsuba
Home: Enju City
Badge: Phantom
Pokémon: Ghost

He may look like a surfer dude, but Matsuba's no slacker when it comes to the afterlife. After walking over an invisible bridge littered with monks and spirit channelers, you'll face this glassy-eyed Gym Leader. Psychic Pokémon are scarce up to this point, but if you've got some, use them to take his Ghost Pokémon down.

Adventure Awaits



The game begins in your house. After a good night's sleep, your mother calls you downstairs. Your Pokégear has arrived! With your new Pokégear strapped on, you head next door to see your good friend Professor Utsugi. Upon arriving, the Professor lets you pick from three Pokémon. Once again, the choice boils down to the type of attack you want: Fire, Water, or Grass.



The New Starting Pokémon

Hinoarashi

Height: 1'08"
Weight: 17.4 lb
Type: Fire

Those looking for a slightly easier ride early on should pick Hinoarashi, as its Fire-type attacks are strong against most Gym Leaders. Literally translated as "Firestorm," Hinoarashi is an odd little aardvark with flame exploding from its backside. It's a good fighter, but it takes a while to learn Ember, the first of its Fire-type attacks.



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Waninoko

Height: 2'00"
Weight: 20.9 lb
Type: Water

Waninoko, literally "Gator Child," is a mischeivous little gator bristling with water power. Waninoko's physical attacks are a little stronger starting out, but its Special Attack stat is lacking compared with the other two choices. Wani makes up for it with a high Defense stat afforded by its scaly hide.



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Chikorita

Height: 2'11"
Weight: 14.1 lb
Type: Grass

At first glance it's a little difficult to figure out what this cute Grass-type Pokémon is, but by the time it's fully evolved, you'll know that it's actually a brontosaur. Chikorita quickly learns Razor Leaf, a powerful Grass-type attack, and it has the highest Special Attack rating of the initial three.



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Professor Utsugi needs you to deliver a message to the Old Poké Man that lives on Route 30, which lies just past Yoshino City. In order to get there, you'll have to take Route 29. Plenty of cool Pokémon inhabit Routes 29 and 30; if you have Pokémon Gold, be sure to play at night and look for the spider Pokémon, Itomaru. If you have Silver, you can catch a largely-worthless Rediba in the wee hours of the morning. Another Pokémon worth checking out is Otachi, a cute raccoon Pokémon that appears only in the daylight. At night, watch for the owl-like Hoo Hoo's that populate the area..

When you arrive at the Old Poké Man's house, he'll give you a Mysterious Egg and you'll also run into a familiar face—Professor Oak! The professor gives you your very own enhanced Pokédex and sends you on your way.

After running Utsugi's errand, you'll receive a frantic call from the prof—he's been robbed! On the way back to his lab, you'll see your new Rival running from the scene of the crime with his new Pokémon in tow. Beat him down and return to Professor Utsugi's place.

Impressed by your bravery, Professor Utsugi tells you that it's time for you to begin your Pokémon Journey and head out toward Shirogane Mountain, the site of the Pokémon Championships. This is where the long journey begins.



While running Professor Utsugi's errand, you'll happen upon none other than Professor Oak, who hands you a shiny new Pokédex for your travels.

All of these names (items, monsters, etc.) are from the Japanese versions of the games and will most likely change for the U.S. release

Wakaba Town



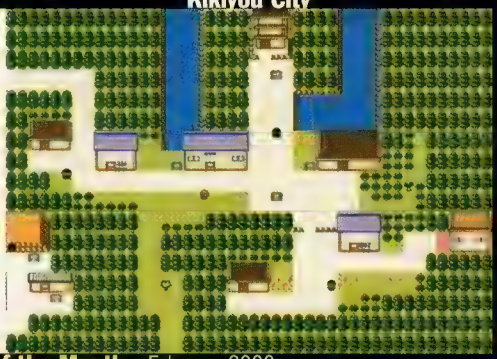


You first run into your new rival when you catch him spying on Professor Utsugi from outside his Pokémon Lab.

Kikiyou City



Kikiyou City is home to the first Pokémon Gym, as well as its Leader, Hayato. Defeating Hayato and his flying Pokémon will net you the Wing Badge.



XG's New Pokémon of the Month - February 2000

Pokémon: The First Movie has come and gone, but the strange new Pokémon it introduced live on in Pokémon Gold & Silver. Since you'll have to wait almost a year to play with these cute little Pokémon, we thought we'd go ahead and shed a little light on them. Be sure to check back each month for more on Pokémon Gold and Silver's 100 new monsters!

#175 Togepi



Height: 1'00"
Weight: 4.4 lb
Type: Normal

Togepi, the walking paperweight, cannot be avoided in Gold and Silver. Professor Utsugi gives you the unhatched Togepi shortly after defeating the first Gym Leader, Hayato. While it may be cute, this little egg becomes quite powerful—it learns the coveted Metronome attack almost right after birth. With a little work, Togepi evolves into Togechick, a flying Pokémon.

#183 Marill



Height: 1'04"
Weight: 18.7 lb
Type: Water

The adorably bloated mouse, Marril, can swim and shoot water with the best of 'em. Don't expect to find Marril early on—it's well-hidden, but worth the time and effort needed to find it. Marril's evolved form, Marirurl, is a powerful water rabbit Pokémon.

#209 Snubble



Height: 2'00"
Weight: 17.2 lb
Type: Normal

Snubble is perhaps one of the oddest Pokémon out there, but it's strangely cute. Despite its relatively tiny body, Snubble's Bite attack is formidable indeed. Its evolved form, Grumble, sheds the frilly lace for huge tusks and the ability to take a sizable chunk out of an opponent's HP.

#232 Donphan



Height: 3'07"
Weight: 264.6 lb
Type: Earth

Donphan's battle during the opening credits of the movie was impressive enough, and rightly so—Donphan's a very strong Pokémon. Tough as nails and hefty in size, Donphan actually evolves from the cute, shapeless Gomazou. Some consider Donphan to be the most powerful of all the new Pokémon in Gold and Silver...

All of these names (items, monsters, etc.) are from the Japanese versions of the games and will most likely change for the U.S. release

Know Your Foes (continued)



Name: Shijima
Home: Tanba City
Badge: Shock
Pokémon: Fighting
Shijima values strength above all, which explains his fetish for Fighting Pokémon. You'll need to bring strong Pokémon to survive a double-team attack and to move some boulders. Bring Pokémon with Flying or Psychic attacks and the Shock Badge will be yours...



Name: Mikan
Home: Asagi City
Badge: Steel
Pokémon: Steel
Mikan's Pokémon is sick. After you deliver medicine from the Tanba Town Medicine Man, she'll let you fight her. Lucky you—her Steel-type Pokémon are extremely tough. Persevere and smelt that steel with Fire, Fighting, or Ground-type Pokémon. This is definitely the hardest gym battle so far...

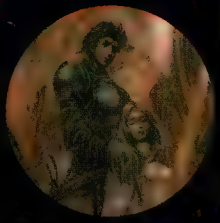


Name: Yanagi
Home: Choji Town
Badge: Ice
Pokémon: Ice
Nestled within the frozen hills of the north lies Choji Town, home to the icy Yanagi. Fire, Fighting, Rock, and Steel Pokémon are the key to shattering his grip on the Ice Badge. If you've got strong Fire Pokémon, you'll melt this old man in no time flat.



Name: Ibuki
Home: Fusube City
Badge: Rising
Pokémon: Dragon
Ibuki is the toughest of the Gym leaders, and rightfully so. Her Dragon Pokémon are extremely powerful. After wrestling the Rising Badge from the dark recesses of her gym, it's on your way to Shirogane Mountain where you can vie for the title of Pokémon Champion.





Ba-Ran-Van-Tastic Guide For All Ages!

by Jim Mazurek
jim_mazurek@zd.com

Designed as a follow-up to last month's guide, this strategy finishes up the standard walk-through (covering the last 11 battles), and goes into even greater detail with some of the game's tougher secrets.

The updated map shows all of the locations in the game, although we've only labeled the ones pertaining to this month's guide (for the earlier battles, see last month's *XG*). The standard walk-through is written with an identical format to last month's, keeping it consistent while still making it easy to dive right into.

And yes indeed, after putting in close to 100 hours in this quest of epic proportions, I still love the game to death. In fact, I enjoyed every single minute of gameplay, right up until the bitter end. Now that's what gaming is all about, isn't it?

database

time to complete	60 hours
challenge	Hard!
fave weapon	The "Burnier"
fave spell	Eggworm?
better than VH1?	We'd say so
better than FFT?	Not quite
also try	FF Tactics
system	PlayStation
publisher	Konami
developer	Konami

T TEEN
CONTENT RATED BY ESRB

www.konami.com

VANDAL-HEARTS II

Part Two

Overworld Map



Standard Battles Hidden Map

*Although we would've liked to list all of the locations from parts One and Two, we only had space for the new ones.

44 Lagusta Ruins	50 Natra Palace	1 Daboll Mountain	7 Cyclops
45 Slate Convent	51 Natra Palace (2)	2 Kollaba Swamp (Drained)	8 Museus
46 Slate Convent (2)	52 Nigran Cathedral	3 East Railroad (Seeds)	9 Octopus
47 Buhho Mountain	53 Nigran Cathedral (2)	4 Fortuna	10 Goldfinch
48 Gardeau	54 Nigran Cathedral (3)	5 Commandia	
49 Gardeau (2)	55 Nigran Cathedral (4)	6 Fortissa	

The Deltashock

Once you've acquired the Linerune, the Deltite, and the Killer Shield, you'll have access to cast the most powerful spell in the game, Deltashock. You'll need to equip each of these three items on three separate characters, and line them up in a triangle (on the battlefield) for best results. With a little luck, you'll do 150HP of damage to everyone within the triangle!

Giant Squid in VHII?



This isn't a joke, there actually are giant squid in Vandal-Hearts II. Taking the form of a hidden cursor, of course.

Just Plain Weirdness



Huh? What did Pike just say? It's okay to express feelings, but sheesh. I think he's going too far...

If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

44 Lagusta Ruins

Note: This guide picks up toward the end of the game (at battle #44), exactly where last month's guide left off. We just wanted to make you (the reader) aware, so you don't think we're crazy for starting in the middle of the game!

You'll need to hold your ground until the back row of enemies starts moving toward you. When they do, it's time to press forward and get your winged characters ready for battle. Nabbing the Map-14 won't be easy, as the character who grabs it will be an instant target for the mage that hovers above. Station your winged characters just above the area where you begin the level and have them take out that last remaining mage as he climbs the peak.

Geil:	Items:	Enemies:
80,000	Tri-Rake Map-14 **(V6, H14)**	Minion x12

● MP Drain

One of the most underrated and overlooked skills in VHII, MP Drain, is THE most useful non-attack skill in the game. Use it when enemy bosses have tough spells that do mega-damage to large groups of enemies. After all, they won't be able to cast any spells without any MP, right?

45 Slate Convent

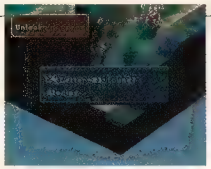
This one's exceptionally easy, especially because you can just sit back and wait for the Minions to work their way down to you. Let your mage use healing spells (preferably Heal Max), and make sure that your strongest characters are up front to intercept the axe-wielders. It should work out (turn-wise) so that you don't even have to use your remaining characters. Just relax and play...

Geil:	Items:	Enemies:
80,000	G-shot, Clanger Map-C **(V12, H19)**	Minion x11

46 Slate Convent 2

If you've been finding and equipping all of the hidden items on the previous maps, this map shouldn't be too difficult at all. The key is to keep Godard at bay by sending out a lone wolf to get blasted by his Exodus spell. It will do 140HP of damage, so it actually makes sense to sacrifice one character so that the rest may live. Once he's cast it twice, he'll no longer be a threat (his wand attack is a joke, doing only 40HP of damage). At this time you can send up your winged characters to grab the two items that lurk above (you'll need Blockmake). Then just surround and pound.

Geil:	Items:	Enemies:
110,000	Coffin **(V9, H24)** Map-1 **(V6, H24)**	**Boss:** Godard, 762HP Minion x11



There are three parts to this mysterious Letter. They reveal the location to Zero.

47 Buhho Mountain

This will be a tough battle without the advanced trickery of the higher level equipment that you've earned. Re-Move and Entruster are of utmost importance here, so make sure to have these skills equipped when preparing for battle. The Nodachi is a two-handed sword that comes ready with the Triple Slash skill. Learn this skill quickly and apply it to the Berserka for massive damage.

Geil:	Items:	Enemies:
120,000	Nodachi, Letter-2	**Boss:** Godeau, 550HP **Boss:** Thorpe, 520HP WN Elite x7

48 Gardeau

This one's all about getting your troops up and over the ridge in the center of the map, then jumping on the enemy soldiers by sending up your winged characters to grab the treasure chest. Once you've grabbed it, just sit atop the castle and pound on the WN Elites as they climb the steps. Your back-up troops should be well into fighting range by the time that they get there, .

Geil:	Items:	Enemies:
130,000	Map-5	WN Elite x12

● Cheating Death

Ever wish you could bring back a withdrawn character? It is very possible to get players to return from their "withdrawal" status by using the spell Re-Animator on them. Somewhat secret, you can get this spell from the Zebra Shield for sale at Kiskana. It's expensive (at 65,000 Geil), but worth it.

49 Gardeau 2

Unfortunately, you'll get thrown into this one right after you best the previous battle (no saving!). The henchmen are a real pain, but we found it best to just spread out our characters and let them come to us. Doom has three (count 'em) Recovermarks, which will heal 45HP per turn until you finally kill him. Instead of attacking Doom with our mage, we used MP Drain to prevent him from using his Thundermark spell on our now somewhat vulnerable characters. MP Drain is free to cast, meaning that you could even use it on allies with somewhat useless spells, then drain their MP to refill your much more valuable mage. It's like reallocating your resources, right?

Geil:	Items:	Enemies:
140,000	Breaker	**Boss:** Doom, 715HP G. Armor x6, Phantom x1, Werewolf x1, Dragon x2

50 Natra Palace

Stay by the bottom house thingy to prevent the projectile thrower from ripping holes in your vulnerable allies' bodies. Seriously, though, if you stay behind the little house thingy, you're virtually immune to all incoming projectiles. Just stay aware of the enemy mage positioning (letting 'em have it when they get close enough), and you'll be fine. It's quite easy to grab a Perfect bonus on this stage, so try your absolute hardest to keep everyone alive. Remember that you can still get a Perfect bonus if someone dies by using the Re-Animator skill. It saves lives...

Geil:	Items:	Enemies:
150,000	Letter 3 **(V9, H36)**	Minion x11

51 Natra Palace 2

Whether or not you kill Yuri depends on what choices you made earlier in the game. There is no immediate choice when you get to him, as the result is based on how you reacted to certain choices in the past. Killing him was our choice (as a result of our earlier decisions). His troops are a breeze and he isn't even all that frightening if you've got all the gear from the secret levels up to this point. He can only cast Exodus three times before his MP is tapped dry, so take advantage of this by placing an easy target for him to hit (one of your crappier characters) up front. The two fights at Natra Palace are consecutive without interruption, so you won't be able to save in between the battles. Be prepared!

Geil:	Items:	Enemies:
160,000	N/A	**Boss:** Yuri, 700HP Minion x8

If there are no vertical or horizontal coordinates next to an item, that means that it can be retrieved from a treasure chest, and therefore is not hidden.

52 Nigran Cathedral

Make sure that you save your game before coming here, as this is the first of four battles that will lead you deep down into the depths with your final assault against Godard. The battle itself is bittersweet. Bitter, since you're forced to kill the girl who you've come to know and love, Queen Adele. Sweet, because the battle is remarkably easy with the Blockmake skill. Just build up a few blocks so that you can ascend the castle with ease, then head right for Mahler and Adele. Taking your characters down the long, winding road will not only take more time, but it will be more dangerous because you'll open them up to multiple attacks from all angles of the map.

Geil:	Items:	Enemies:
250,000	N/A	**Boss:** Adele, 255HP **Boss:** Mahler, 775HP, Minion x8

53 Nigran Cathedral 2

Isn't this guy dead yet? Once again, you'll need to fight Mohosa and his henchmen. But this time, the victor takes all. There are no items to fiddle with, so it's best to cut the crap and head straight for Mohosa once the battle starts. He's a wimp if you've bought the best gear for everyone up to this point, so don't get intimidated by his startling 720HP. The archers will be more of a pain than Mohosa himself, although it seemed useless to take them out (unless you're starving for cash). On another note, we really can't figure out why they give Geil for winning these last couple of battles. You'll never get to use it! Stupid, isn't it?

Geil:	Items:	Enemies:
380,000	N/A	**Boss:** Mohosa, 720HP Minion x9

54 Nigran Cathedral 3

Godard has five Recovermarks, granting him 75HP of restoration each and every turn. Not good. Surround him with your four strongest attackers and have back-up characters with Entruster and Re-Move ready to go. Since he's solo, he only gets one attack to your nine (because you have nine characters!). Take advantage of this...



What the heck is all that slimy red stuff? No clue.

Geil:	Items:	Enemies:
400,000	N/A	**Boss:** Godard, 999HP

55 Nigran Cathedral 4

If you get this far and are unable to beat the G. Hearts, run back to the nearest town and buy the best armor for every character in your group, along with the best weapons and shields. What else do you need that Geil for? The G. Hearts will be dishing out considerable damage with their spells, and they have a nearly infinite amount of MP to go along with the damage. It's advisable to get your characters into action and start beating on the G. Hearts as quickly as possible. Use Re-Move on your character with the Burnier (which absolutely pummels the G. Hearts), and then follow up with Entruster on your character with the Berserka. After you beat all four G. Hearts, victory is yours! You just beat the longest damn game ever made! Woohoo!

Geil:	Items:	Enemies:
450,000	N/A	**Final Boss:** G. Heart x4, 600HP each



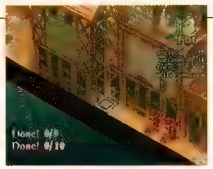
SECRETS
Optional

Maps
PART TWO

1 Daboll Mountain

How do I find it? It will pop up on your map as a green dot—not orange.

'Tis a weird one, although a bit easy if you just stay at the bottom of the steps and let all the Cultists come down to you. Don't miss the mysterious Dustball! Check it in your inventory screen and it reveals something much more interesting—the C-Prism!



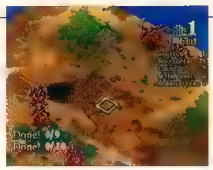
The Dustball is well hidden behind this house—don't miss it.

Geil:	Items:	Enemies:
8,000	I-Boom, Urn Dustball **(V12, H13)**	Cultists x10

2 Kollaba Swamp (Drained)

How do I find it? Get the Plug from battle #43, and equip it.

Once inside, don't miss the Lump. Hehe...we like Lumps. Check it in your inventory screen to reveal the N-Prism. The Map-10 reveals the way to Commandia, one of the better bonus maps in the game.



Well looky here! Someone pulled the Plug and drained out all the water!

Geil:	Items:	Enemies:
18,750	Lump **(V10, H1)** Map-10 **(V8, H21)** Map-B **(V17, H0)**	G. Armor x4, Dragon x2, Werewolf x2, Phantom x1

3 East Railroad (Seeds)

How do I find it? Get the Seeds from battle #39, and equip them.

Has the land transmogrified into a flower bed? Grab the Harrissen and get out. The weapon sucks, but the Weapon Storage skill lets you trade items that you currently have equipped for items that you have in your warehouse.



Use Re-Move and get the jump on the baddies by getting your allies into the heat of battle.

Geil:	Items:	Enemies:
40,000	Harrissen (V4, H23)	Kilbeetle x2, Skullmage x1, Skeleton x7

4 Fortuna

How do I find it? Get Map-4 from battle #22.

As we said last month, there is something extra tricky with this map. You need to visit it between the hours of 10:00 p.m. and 12:00 midnight for the Dirtball to be next to the gravestone. Whoa! Freaky, eh? Use the clock on the overworld map to let you know exactly what time it is.



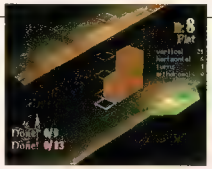
Make sure you enter this battle between the hours of 10:00 p.m. and 12:00 a.m.!

Geil:	Items:	Enemies:
18,750	Urn Dirtball (V2, H37)	Floater x4, Skullmage x3, Skeleton x5, Golem x2

5 Commandia

How do I find it? Get Map-10 from Kollaba Swamp (Drained).

Set up a defensive perimeter behind the L-shaped block near the start and wait until the first wave of enemies are in striking range of your powered-up mage. Use the Re-Move and Entruster skills on the mage so that he can cast his most powerful spells three to four times in one turn.



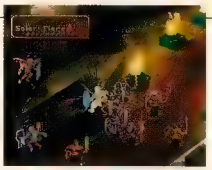
Use these blocks to climb up and take care of the winged characters with ease.

Geil:	Items:	Enemies:
18,750	Gold-bat Dumbbell (V24, H24) Gravi-X (V14, H14)	G. Armor x6, Skeleton x4, Floater x4, Phantom x2

6 Fortissa

How do I find it? Get Map-14 from battle #44.

Wait until your enemies are within striking range, then let loose with your mage using the Re-Move / Entruster trick. If done correctly, you'll take out the first wave without counter attack. Grab the S-Metal winged armor, which is the best in the game (200HP and 60MP!).



The toasty Solar Flare saves the day yet again.

Geil:	Items:	Enemies:
20,000	Spatula, Letter-1 S-metal (V11, H21)	Minion x14

7 Cyclops

How do I find it? Get Map-1 from battle #46.

Your best defense is a good offense on this stage. Keep everyone together by sending them all to one side. Work your way out into the open area and take cover behind the large cliff. The Thieves will wrap around the corner in groups, making it easy for you to take 'em out one at a time.



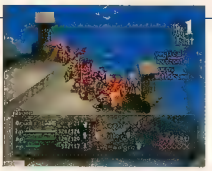
The enemies attack in small groups, so get ready to face more than one at a time.

Geil:	Items:	Enemies:
27,500	Goblin (V15, H14) Ikarsor (V0, H33) Map-9 (V16, H21)	Thief x13

8 Museus

How do I find it? Get Map-9 from Cyclops (previous battle).

This is another level where you can pitch a tent and light a campfire as you wait for the enemies to come down to you. There's only one hidden item, and it's located up the left side of the map, so have your winged characters get set.



Stay bunched up and get ready for a field battle. Good armor and equipment saves lives!

Geil:	Items:	Enemies:
27,500	Ogre-rod, Psybell L-mach (V2, H11)	Kilbeetle x6, Goblin x5, Guardian x2, M. Goblin x1

9 Octopus

How do I find it? Talk to Darius in Kiskana Tavern.

You'll need to talk to Professor Darius inside the Kiskana tavern several times before he finally reveals the location of his new "super-weapon," the Octopus. The items aren't all that great, but it's a neat side quest worthy of mention.



They only have 300HP each, so it's quite easy to take 'em out. Taste my blade, foul cannon!

Geil:	Items:	Enemies:
27,500	Goblin (V24, H3) Ogre-rod (V5, H3)	Howitzer x8

10 Goldfinch

How do I find it? Get Map-5 from battle #48.

Seek shelter behind the small houses and cliffs so that the archers above have no shots to take. Once you've taken care of the regular enemies, hide everyone behind the houses and let the remaining archers come down to you. Don't leave without the Berserka!



Note the clever positioning behind the house? No arrows for us, ha!

Geil:	Items:	Enemies:
35,000	Spatula, Berserka Magerobe (V31, H20)	G. Armor x7, Dragon x4, M. Goblin x3, Werewolf x1

Official Contest and Sweepstakes Rules

Trick of the Month:
1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at tricks@zd.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by February 20, 2000. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25% ; (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about March 1, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES: SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," PO. Box 3338, Oak Brook, IL 60522-3338
3. Eligibility: Non-compliance with the time parameters contained therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
4. Winners' List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners' list.
5. Sponsors: This contest is sponsored by ZD Inc. and InterAct Accessories, Inc. ©2000 ZD Inc. All rights reserved. Printed in USA.

Letter of the Month:
1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum", P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@zd.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.
2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64, or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of $29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES: SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," PO. Box 3338, Oak Brook, IL 60522-3338
3. Eligibility: Non-compliance with the time parameters contained therein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of ZD Inc., InterAct Accessories and their respective affiliates are not eligible. Neither ZD Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of his contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes.
4. Winners' List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," PO Box 3338 Oak Brook IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date.
5. Sponsors: This contest is sponsored by ZD Inc. and InterAct Accessories, Inc. ©2000 ZD Inc. All rights reserved. Printed in the USA.

Game Over:
1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes" Issue #68" PO. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by February 20, 2000. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
2. Prizes: Three Grand Prizes' Grand Prize winners will receive one (1) Expert Gamer T-Shirt (approximate retail value $20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff-Davis whose decisions are final. Drawing to be held on or about March 1, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither ZD Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that ZD Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that ZD Inc. has not made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes: Issue #68 Winners List" PO. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by March 15, 2000. Allow four weeks for delivery of winners' list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

Dreamcast • Nintendo 64 • PlayStation • Game Boy

EXPERT GAMER

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Media Rig Contest. The Ultimate Gaming Environment. 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					___
		E				___
P	I	N	C	H	W	___
	R					___
S						___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK.....D
BREAK.....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

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CLIP AND MAIL

Name _____ **Age** _____

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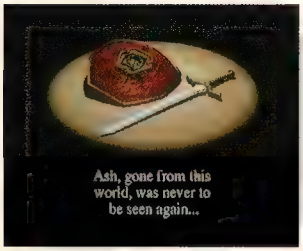
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Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,508.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

Game Over

FEBRUARY

VANDAL-HEARTS





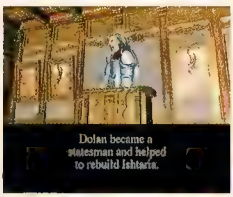
Before Vandal-Hearts II, there was...

Vandal-Hearts. And for those of you who've been eagerly awaiting the sequel (and just as eagerly awaiting our guide for it), we thought we'd get you all caught up by showing off the ending to the original strategy/RPG classic. There were actually two endings (depending on whether you were able to attain Vandalier status with Ash), but the differences were minimal at best, and didn't really affect the story. If you've never played VH before, you should give it a try!











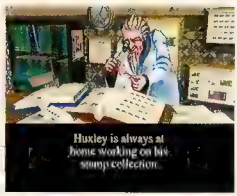












GUESS THE GAME ENDING AND WIN!



CLUE: Yuzo Koshiro kicks it old-school...



This one's for you old-schoolers out there. If you were around for the "pre-32 Bit" generation, you should at least have a good idea of what this is! If not, well, you need to do your homework. Anyway, you know the deal: Guess the game at the right and win one of three *Expert Gamer* T-shirts. Please make sure we have your entries no later than February 20, 2000! Send entries to Game Over #68 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.

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Nintendo (Strategy)
Release: 1/00 N64
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'CASTLEVANIA: RESURRECTION' Summoning the powers of Hell, the dark Countess of Castlevania has created a portal for Dracula to re-enter our world along with a raft of suck-ups anxious to do his bidding. But remember, while you can dress to kill, if you lack the skill, you might really gonna suck!
Konami (Roleplaying)
Release: 1/00 Dreamcast
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'VANDAL HEARTS II' In a medieval world where knights & magic are very much alive, a story unfolds in a mix of drama & struggle for honor. This turn-based strategy game has over 120 weapons & armor to choose from each with their own imbedded secret moves, mind-blowing spell and special attack animations.
Konami (Roleplaying)
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'HARVEST MOON 64' is a unique blend of a role playing game with that of a farming simulation game. Harvest Moon 64 offers all the charm of the original Super Nintendo classic with lots of new surprises and game play features. Tons of vegetables & animals. Customize your home with a variety of add-ons. Over 50 characters to interact with. Marry the girl of your dreams.
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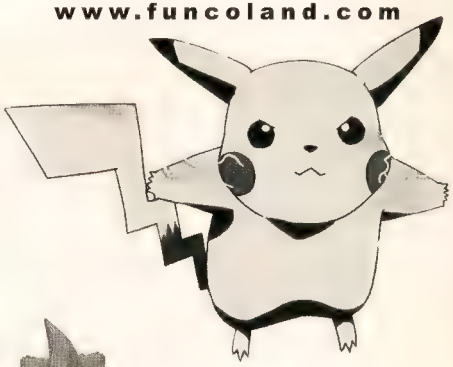
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Next Month

MARCH 2000

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EXPERT GAMER

March 2000 — On sale February 22

We're going to continue burning rubber next month with ongoing coverage of **Gran Turismo 2** and a complete guide to Sega's awesome new DC driver, **Crazy Taxi**. Also, while all the RPG fans will be able to dig into our **SaGa Frontier 2** guide, fans of multiplayer mayhem can go nuts over our **Mario Party 2** and **Hot Shots Golf 2** strategies. Oh, and did someone say "MORE" **Pokémon Gold and Silver**? You better believe it! Not only that, but we'll also have the first part of our **Dragon Warrior Monsters** coverage. It's gonna be a big issue!

Feature Story



Could this be Sega's most insane driving game yet? We're going to tear apart Crazy Taxi with maps, tactics, and more!



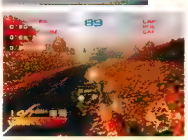
Break out the funny hats, it's time for another Mario Party! We'll take you through more than 64 mini-games in Nintendo's action-packed sequel.

Feature Story





NHL 2K is trying to match the excellence of the other "2K" sports titles. We'll break it down next month.



4 Wheel Thunder is shaping up to be a possible sleeper on the DC. We'll give you all the latest info in next month's issue!

ELECTRONIC GAMING MONTHLY

On sale February 8 — **March 2000**

We bring you the first big exclusive of the new millennium. Reflections and GT Interactive are already well on the way to finishing the follow-up to one of the biggest games of 1999—**Driver 2**. We'll bring you the first look at the game, along with interviews with the team and news on the future of the franchise. On the DC front, we'll look at the big games for 2000 and beyond. And in other news, we'll examine the inevitable backlash that is sure to hit the **Pokémon** fad. Finally, EGM looks at the countdown to **Perfect Dark**...Are you excited yet?

Official U.S. PlayStation Magazine

March 2000 — On sale February 15

After getting a peek at **Syphon Filter 2** in our February issue, we're sure you're starving for more info on this sure-to-be blockbuster game. We've got what you need to fulfill that craving with an in-depth exclusive look at 989 Studios' new action-packed spy adventure.

Heck, we're even including a playable demo on March's disc! Then, be sure to check out our massive **Gran Turismo 2** strategy guide. We'll have you racing like a pro in no time! Also, find out which games win OPM's highly coveted annual awards.

Feature Story



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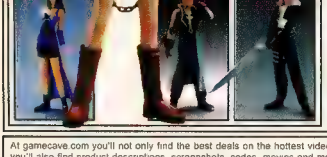


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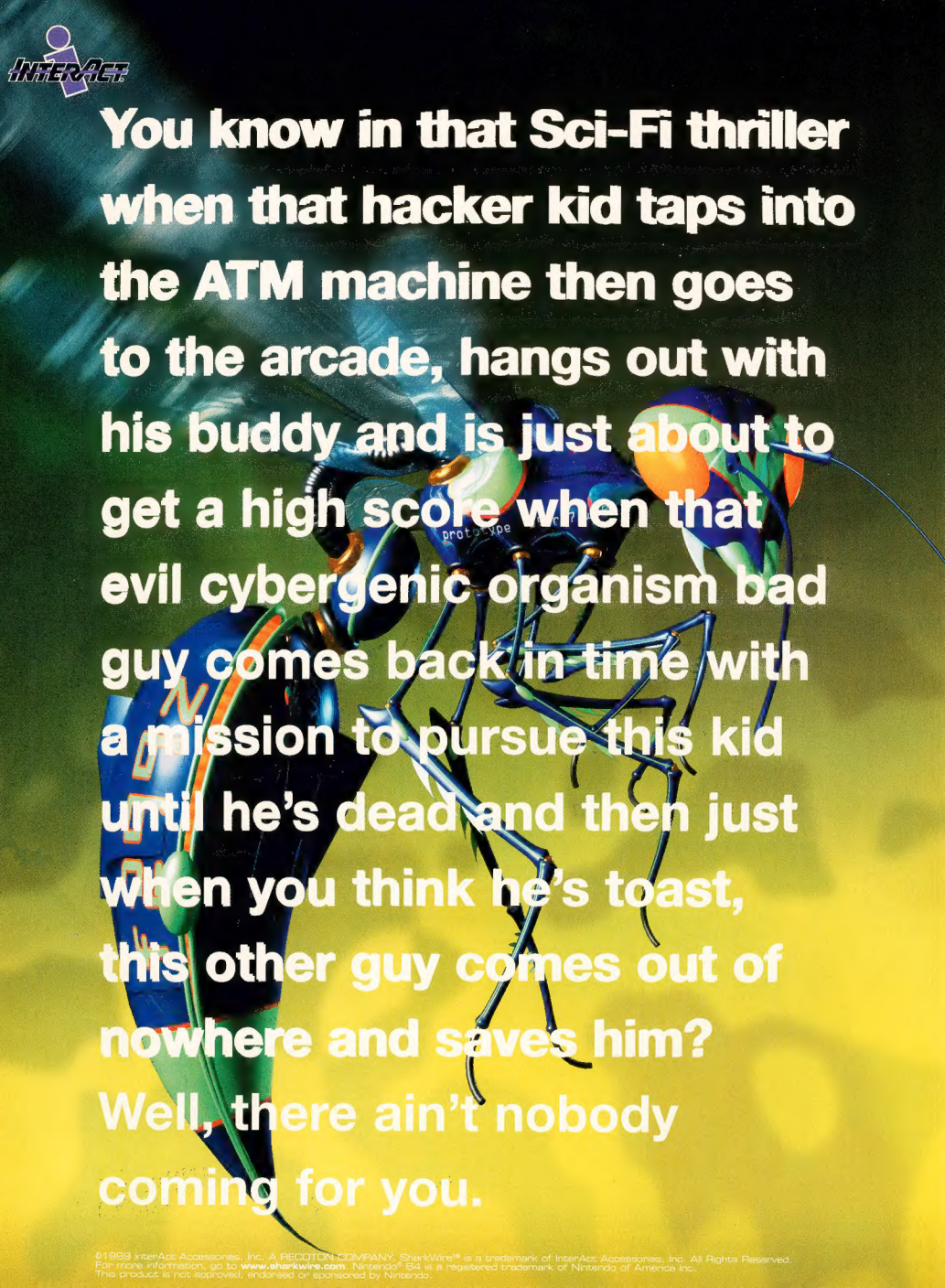


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